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64 magazine • Issue 39

perfect dark • international track & field • harvest moon • tarzan • f1 racing championship • taz express



PAGE
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POKEMON STADIUM

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REVIEWED!

Potentially the greatest N64 game of all time!

Perfect Dark

INTERNATIONAL TRACK & FIELD

The game your joypad has been dreading!

TARZAN

Take to the trees with Disney's apeman!



TONY HAWK'S SKATEBOARDING
Complete Guide!

PLUS INSIDE:

BLUES BROTHERS
They're back and they're on a mission from Nintendo!



TAZ EXPRESS
Devilish cartoon fun from Infogrames!



NBA IN THE ZONE 2000
Just when you thought it was safe to turn on your N64...



ISSUE 39

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A-F

1080 Snowboarding
A Bug's Life
Aero Fighters Assault
Aero Gauge
Air Boarder 64
All-Star Baseball 2000 series
All-Star Baseball '99 series
Armormines
Attitude
Automobili Lamborghini
Banjo Kazooie
Battle Tanx
Beetle Adventure Racing
Bio Freaks
Blast Corps
Body Harvest
Bomberman 64
Bomberman Hero
Buck Bumble
Bust a Move 2
Bust a Move '99
California Speed
Carnageddon
Castlevania series
Chameleon Twist
Chameleon Twist 2
Chopper Attack
Clayfighter 64
Command & Conquer 64
Cruis'n the World
Cruis'n USA
Dark Rift
Deadly Arts
Destruction Derby 64
Diddy Kong Racing
Donkey Kong 64
Doom 64
Duel Heroes
Duke Nukem 64

Duke Nukem: Zero Hour
Earthworm Jim 3D
ECW Hardcore Revolution
Extreme G 1,2
F1 Pole Position
F1 World Grand Prix
FIFA 64 series
FIFA '98 series
FIFA '99 series
Fighters Destiny
Flying Dragon
Forsaken
Fox Sports College Hoops '99
F-Zero X

G-K

Gauntlet Legends
Gex
Glover
Goeman's Great Adventure
Goldeneye
Golden Nugget 64
GT 64 Championship Edition
Hexen
Hot Wheels Turbo
Hybrid Heaven
Iggy's Reckin' Balls
International Super Soccer
ISS '98
Jeopardy
Jet Force Gemini
Jikkyou World Soccer France '98
J-League 11 Beat '97
Ken Griffey Jr.'s Slugfest
Killer Instinct Gold
Knife Edge: Nose Gunner
Knockout Kings 2000
Kobe Bryant in NBA Courtside

L-P

Lego Racers
Lode Runner 3D
Lylat Wars
Mace: The Dark Ages
Madden 64
Madden NFL '99
Magical Tetris Challenge
Major League Baseball: K.G.Jr
Mario 64
Mario Golf
Mario Kart
Mario Party 1,2
Micro Machines
Mike Piazza's Strike Zone
Milo's Astro Lanes
Mischievous Makers
Mission Impossible
Monopoly
Mortal Kombat: Sub Zero series
Mortal Kombat: Trilogy series
Mortal Kombat 4 series
Multi-Racing Championship
Mystical Ninja: Starring
Goemon series
Nagano Olympic Hockey
Nagano Winter Olympics '98
Nascar Racing '99
NBA Courtside series
NBA Hangtime series
NBA Zone '98 series
NFL Blitz series
NFL Quarterback '98 series
NFL Quarterback Club '99 series
NHL '99 series
NHL Breakaway series
Nightmare Creatures
Nuclear Strike 64
Ocarina of Time: Legend of
Zelda
Off-Road Challenge

Paper Boy
Penny Racers
Perfect Striker
Pilot Wings
Pokemon Snap
Pokemon Stadium
Powerful World Soccer 3
Pro Baseball King
Puyo Puyo Sun 64

Q-U

Quake 2
Quake 64
Quest 64
Rainbow 6
Rakuga Kids
Rampage Universal Tour
Rampage World Tour
Ready 2 Rumble
Road Rash 64
Roadsters
Robotron 64
Rugrats
Rush 2 Extreme Racing USA
S.C.A.R.S 4
San Francisco Rush
Shadowman
Shadows of the Empire
SimCity 2000
Snowboard Kids
Snowboard Kids 2
South Park
Space Dynamites
Space Station: Silicon Valley
Star Fox/Lylat Wars
Star Soldier
Star Wars: Racer
Star Wars: Rogue Squadron
Super Mario
Super Robot Spirits

Super Smash Brothers
Superman
Tetrisphere
Top Gear Overdrive
Top Gear Rally
Toy Story
Triple Play 2000
Turk 1 & 2
Turk Rage Wars
Twisted Extreme Snowboarding

V-Z

Vigilante 8
Virtual Chess 64
Virtual Pool 64
V-Rally '99 Edition
Waialae Country Club
War Gods
Wave Race
Wayne Gretzky's 3D Hockey
Wayne Gretzky's 3D Hockey '98
WCW Series
Wetrix
Wipeout 64
World Cup '98
World Driver Championship
World Tour: Rampage
WWF Attitude
WWF War Zone
WWF Wrestlemania
Xena Warrior Princess
XG2
Yoshi's Story
Zelda



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64

MAGAZINE

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03

MEGA DEAL

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F-Zero X



Snowboard Kids



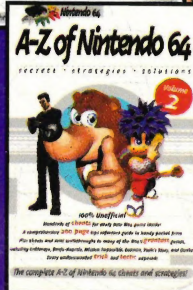
Mario Kart



1080° Snowboarding

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page 90 to
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64 contents

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MAGAZINE

It's here! It's finally here!

Perfect Dark



Finally the waiting is over. This issue: we review *Perfect Dark*. Can life really get any better than this?

34

Well let's face it - you've all been having an easy time of it for far too long! Prepare to feel the pain in your fingers: Track and Field style!

International Track and Field: Summer Games

48

NBA In The Zone 2000

If it wasn't for American sports games the N64 wouldn't be the success that it is in the US! So... basketball anyone?



58



Harvest Moon 64

Yes, it's a farming simulation! It is! Really! Although you may be surprised to learn that it's not that bad!



54

They said that Bond would be back... and he is! Check out the latest awe-inspiring shots from 007's next N64 outing.

The World Is Not Enough

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You can contact 64 MAGAZINE at: 64 MAGAZINE,
Paragon House, St Peters Road, Bournemouth, BH1 2JS
or email us: 64mag@paragon.co.uk
or via our Web site at www.totalgames.net



Tony Hawk's Skateboarding



74



Grab those baggy trousers, oil your bearings and get ready to grab some sick air with our in-depth guide to Activision's skateboarding masterpiece.

Win Neo Geo Pocket Color and Games!

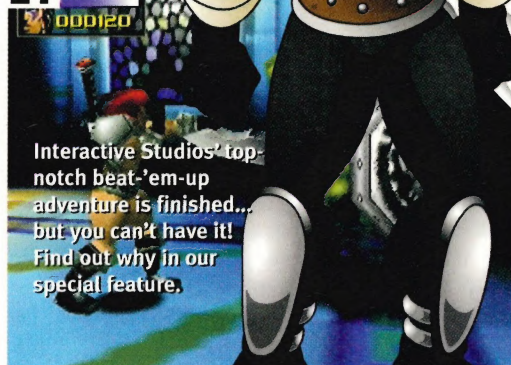
Train journeys a little boring? Not when you've got one of five fantastic hand-helds from SNK they're not!

28



Dragon Sword Gets Blunted

24



Interactive Studios' top-notch beat-'em-up adventure is finished... but you can't have it! Find out why in our special feature.

Tarzan

The world's most famous swinger gets a Disney makeover and before you know it he's got he's own N64 game too!

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Use our coloured section headings to find the pages you want. Fast!

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EDITORIAL
HERE WE GO!

Phew! Quite a hectic issue this month! Aside from the usual scramble to get games into the office and of course breaking into Rare to get out hands on *Perfect Dark* (and believe me, getting into Rare isn't easy – you've no idea of how much trouble we had bypassing all the alarm systems, avoiding the dogs, deactivating the automated miniguns and chloroforming all the security guards...) Erm, anyway, what with all that I'd also foolishly chosen this month to take a week's holiday in sunny Chicago! While obviously this was totally my own choice and no-one forced me to go (like they would!) I was still a little worried that I'd get back to find the magazine in chaos and everyone desperately missing me. Rather disturbingly this proved not to be the case at all and everyone coped perfectly well (if not better) without me there waving the metaphorical big stick! The reason I mention this is that while over in the US I took a few moments out of my busy schedule (which consisted chiefly of lying on the floor of various bars) to check out the N64 scene in Chicago. Doubtless Nintendo fans over here are aware of the unfortunate trend in many software stores for 'downsizing' N64 shop displays, which obviously doesn't exactly encourage new purchases of the console. To be honest, I was a little worried that the same would be happening in the US, but as it turned out the situation is markedly different. In fact, if the amount of floor space allocated to the different formats is anything to go by, then it's fair to say that the N64 is still going strong with 'shop presence' equalling and in some instances even bettering the evil PlayStation. As for Dreamcast – in some shops it was difficult to even spot products supporting Sega's new console! It would obviously be preferable for this situation to be the same over here in 'good old Blighty' but what it does mean is that while the N64 is still performing well in the US, there's a lot less reason to worry about developers deserting for other formats. At least there should be... check out our feature on Interactive Studio's *Dragon Sword* for some scary facts! After that it only remains for me to welcome you to yet another issue of 64 MAGAZINE and to say that we hope you like our Official *Daikatana* Guide that comes with this issue. By the way – you know that game *Perfect Dark*? It's everything we were hoping for... and more!

Roy Kimber, Deputy Editor

the 64 showcase

news
peripherals
rumours • hot
items of interest

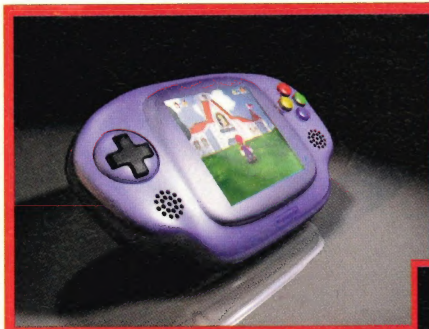


AN ADVANCED IMPRESSION!

Nintendo have released some artist's impressions of what the next generation Game Boy might look like. If it's coming from the horse's mouth then you can bet that these images aren't far off the mark, although whether the on-screen graphics will actually look like this on the finished model is a bit dubious! Expected to retail for under £100, the Game Boy Advance is powered by a 32-bit processor, features six action buttons and has an internet connection via



mobile phone! The best part though, is that it's all going to squeeze into a case the same size as the current Game Boy Color. If that isn't enough power in your pocket, then how about a Game



Boy Advance with a cellular phone built into it! The Game Boy Advance should reach us by Christmas and the cellular phone version comes out sometime next year!

SR3 KILLED

Midway's up and coming *Stunt Racer 3000* has had its title changed to – wait for it – *Stunt Racer 64*. Apparently several of the focus groups that have been playing the game didn't understand the title, so the 3K has been dropped in favour of the original 64 suffix! Quite how the number 3000 could be confusing is hard to say, but there you go. Look out for a feature on this game next issue.



CLEANING UP AFTER THE PARTY

Nintendo in America have committed themselves to spending \$80 million on special gloves for gamers who have complained of burns, lacerations and blisters from playing *Mario Party 2*! Around 90 people have complained about the injuries caused from continually rotating the stick (our resident staff writer Mike Richardson himself suffered a minor blister from the rather addictive multiplayer game!) Dedicated *Mario Party* players in America can pick up the glove free of charge if they can prove that they bought the game, but whether the same will happen over here when the game

comes out in June remains to be seen. Possibly though, since British people in general are less litigious than their American cousins (ie: we have less of a tendency to sue) it won't happen... more news as we get it!



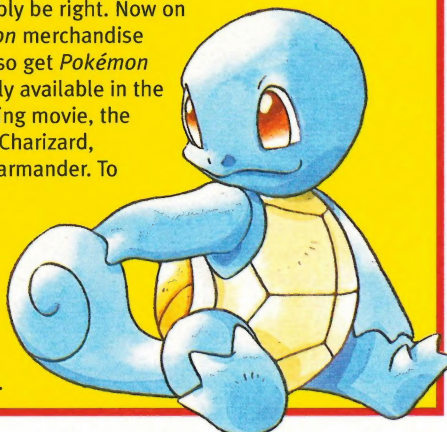
07

N64 PLAYED BY CRIMINALS

Young Offenders in the UK are being rewarded for 'good behaviour' with N64s and Game Boy Colors! The consoles are used to encourage the 'crims' to take on work and education. Lucky inmates can rent the consoles from just £2 per week – bargain!

GOTTA KETCH 'EM ALL

If you thought the *Pokémon* craze had gone a little too far then you could now quite possibly be right. Now on top of the mountains of *Pokémon* merchandise that is already available, you can also get *Pokémon* Heinz Ketchup bottles! Currently only available in the US as a promotion for the forthcoming movie, the five million labelled bottles feature Charizard, Squirtle, Pikachu, Jigglypuff and Charmander. To make matters worse there's even a *Pokémon* breakfast cereal on the way from Kellogg's, with *Pokémon* shaped oats and tasty marshmallows - yum! No doubt we can expect to see these *Pokémon*-foodstuffs in British supermarkets as soon as the film opens over here.



A GAME THAT'S SURE TO BOMB

Japanese developer Hudson is working on a third installment of its *Bomberman* series, *Bomberman: The Second Attack*. Before you start to groan though (let's face it, *Bomberman Hero* was pretty pants) this game is a massive improvement over its predecessors, mainly because it's sticking with the gameplay of the original classic game and simply giving it that all important 3-D overhaul. The game hasn't yet been confirmed for release over here but we'll let you know as soon as the fuse is lit!

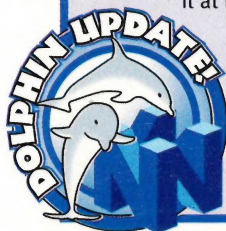
The latest news and rumours about Nintendo's next console...

Unfortunately, the first piece of news is bad news. In what is frankly a rather unsurprising move, the Dolphin's release date has been pushed back! The original global release plan has also been changed to a more traditional schedule. Now the Japanese will be getting Nintendo's baby first, followed by a simultaneous release in America and Europe. This more or less guarantees that a lot of Western importers are going to do big business after the Dolphin comes out in Japan! It also means that now most people won't get their hands on the machine until the first half of 2001, but on the plus side we're still getting it at the same time as all those gamers in the US.

The good news on the Dolphin front is that despite the delay, there are loads of software companies surfacing who want a piece of next generation Nintendo action. Ubisoft is currently working on a game to coincide with new Dreamworks film, *The Road To El Dorado* and they also have acquired another film license in the form of Disney's

predicted summer blockbuster, *Dinosaur*. Climax Entertainment – of *Battlezone 64* fame – is working on a boxing game for the machine called *Title Defence* and Acclaim, THQ and Argonaut are just a few of the other companies jumping on the Dolphin bandwagon!

The most exciting news though is that Saffire – known to be working on a first person shooter – have released a couple of pictures from an up and coming game. Not that impressive you may think, but when those screenshots match up perfectly to scenes from a fantastic teaser movie we've seen for a new *Rainbow Six* game... well you can draw your own conclusions!



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Gamewatch

When you want to find out what games you're going to be able to play on your N64 in the future, then this is the only place worth looking! This comprehensive list shows you all of the upcoming N64 games that we know about, along with their expected release dates (where known). The Gamewatch section is also updated every month so you can be sure of getting the most up-to-date information when you check in here!

To make it easier for you to find out that all-important date for whatever Nintendo blockbuster you happen to be waiting for, all of the UK N64 releases are highlighted in yellow to stop you getting too excited when you spot some fabulous awe-inspiring title which looks like it's about to be released next month, only to find that you're actually looking at the Japanese release!

• Release dates are subject to change without notice. That's unfortunately the software companies for you: always a-choppin' and a-changin'. So don't blame us if your favourite game turns up six months late! (And let's face it, sometimes it can even be longer than that... *Perfect Dark* anyone?)

RELEASE DATES

APR-MAY 2000

Battlezone 64	UK	Apr
Daikatana	UK	21 Apr
F1 Racing Championship	UK	May
Hydro Thunder	UK	Apr
ISS Millennium	UK	May
International Track & Field	UK	Apr
Jeremy McGrath Supercross 2000	UK	7 Apr
NBA In The Zone 2000	UK	Apr
Pokémon Stadium	UK	7 Apr
Ridge Racer 64	UK	7 Apr
Taz Express	UK	17 May
Tony Hawk's Skateboarding	UK	Apr
Win Back	UK	May

JUNE ONWARDS

Banjo-Toolie	UK	Oct
Blues Brothers 2000	UK	Jul
Conker's Bad Fur Day	UK	Dec
Cruis'n Exotica	UK	Jul
Daikatana	UK	Jul
Donald Duck	UK	Dec
Duck Dodgers	UK	Jun
Eternal Darkness	UK	Nov
Excitebike 64	UK	16 Jun
Hercules: The Legendary Journeys	UK	Jul
Kirby 64	UK	Aug
Mario Party 2	UK	2 Jun
Mickey's Racing	UK	Nov
Perfect Dark	UK	30 June
Pokémon Attack	UK	Nov
Pokémon Snap	UK	Sep
Ready 2 Rumble 2	UK	Nov
Riqa	UK	Nov
Rush 2049	UK	Oct
SR3K	UK	Jul
Starcraft 64	UK	Jul
Super Mario RPG	UK	Oct
Turok 3: Shadow Of Oblivion	UK	Sep
Wacky Racers	UK	Jun

Zelda: Mask Of Majora

UK Nov

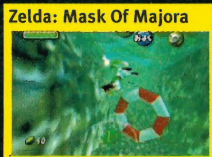
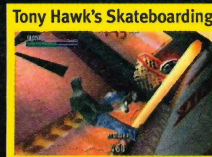
TO BE CONFIRMED

1080° Snowboarding 2	Jap	2000
3Sixty	US	2000
4x4 Mud Monsters	US	2000
Aidyn Chronicles: The First Mage	US	2000
Airport Inc	UK	2000
All-Star Baseball 2001	US	2000
Alone In The Dark 4	UK	2000
Animaniacs Ten Pin Alley	US	2000
Army Men: Air Combat	UK	2000
Asteroids Hyper 64	UK	2000
Bassmasters 2000	UK	2000
Batman	UK	2000
Bomberman 2	Jap	2000
Caesar's Palace	US	2000
Cenzo's Carnival Adventure	US	2000
Custom Robo (64DD)	Jap	2000
Derby Stallion 64	Jap	2000
DethKarz	UK	2000
Die Hard	US	2000
Doshin The Giant (64DD)	Jap	2000
Earthbound	UK	2000
Extreme Sports 64	UK	2000
FIA Formula 1	UK	2000
Fighters' Destiny 2	UK	2000
Fire Emblem 64	Jap	2000
F-Zero Xpansion (64DD)	Jap	2000
Ghouls & Ghosts	Jap	2000
Grand Theft Auto	UK	2000
Harvest Moon	UK	2000
Jeff Gordon XS Racing	US	2000
Jest	UK	2000
Jungle Emperor Leo	Jap	2000
Kobe Bryant 2	US	2000
Madden 2000	US	2000
Magic Flute	Jap	2000
Mega Man 64	Jap	2000
Metal Gear	Jap	2000
Mickey Racing	UK	2000
Mini Racers	UK	2000
Mother 3	Jap	2000

Namco Museum

UK 2000

NBA Live 2001	US	2000
NFL Blitz 2000	US	2000
Nightmare Creatures II	UK	2000
Ogre Battle 3	US	2000
Polaris Snocross	US	2000
Power Rangers Lightspeed Rescue	US	2000
Puma Street Soccer	UK	2000
Quest 2	US	2000
Rally Masters	UK	2000
Resident Evil Zero	Jap	2000
Rev Limit	UK	2000
Robocop	US	2000
Rollerball	US	2000
Ronaldo Soccer	UK	2000
Rugrats In Paris	US	2000
Scooby Doo	UK	2000
Shadow Man 2	UK	2000
Sim City 2000	UK	2000
Sim City 64 (64DD)	Jap	2000
Snowboard Kids 2	UK	2000
Space Invaders	UK	2000
Speed	US	2000
Spider-Man	UK	2000
Spooky	US	2000
Spy Hunter	US	2000
Sydney Olympics 2000	US	2000
Tetris Attack	UK	2000
Thornado	US	2000
Thrasher: Skate And Destroy	US	2000
Tony Hawk's Pro Skater	US	2000
Top Gun	US	2000
Turok 3: Shadow Of Oblivion	UK	2000
Untitled Rare Game	UK	2000
Ura-Zelda (64DD)	Jap	2000
Velocity	US	2000
Wild Waters	UK	2000
The World Is Not Enough	UK	2000
WWF Smackdown	UK	2000
X-Men	UK	2000
The Young Olympians	US	2000



WIN! A HUGE PILE OF WHEELS!

You may have wondered what happens to the various gadgets and peripherals that we've reviewed in 64 MAGAZINE over the past few years... or then again, perhaps you've got a life! Well the truth is that once they've been reviewed most peripherals just sort of end up in an ever-increasing pile in a corner of the office!

So anyway, we were giving the office it's annual 'once a century' clean the other day, when we came upon this huge pile of wheels which are taking up loads of space. As everyone on 64 MAGAZINE already has at least one steering wheel for their N64 we thought it might be nice to give them away to you lot. So what we're going to do is give them to anyone who wants them! To get one all you need do is to send us your name and address on a postcard and answer the following simple question:

What are wheels usually?

A: Round

B: Square

C: Hexagonal

Mark your entries: "I wanna wheel!" and send them to the usual address. Rather than drawing this competition we'll do it on a 'first come, first served' basis, so if you want to get a free wheel, get that card in the post - 'cos when they're gone, they're gone!



64 MAGAZINE CHARTS

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GAME

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THIS MONTH	LAST MONTH	GAME	PUBLISHER	64 MAGAZINE SCORE
1	1	Resident Evil 2	Capcom/Virgin	94%
2	2	WWF Wrestlemania 2000	THQ	93%
3	3	Toy Story 2	Activision	82%
4	4	Super Mario 64	Nintendo	92%
5	5	Legend Of Zelda	Nintendo	96%
6	6	F-Zero X	Nintendo	90%
7	7	Bomberman Hero	Nintendo	49%
8	8	Donkey Kong 64	Nintendo	93%
9	9	Star Wars: Rogue Squadron	Nintendo	90%
10	10	Waiatae Country Club Golf	Nintendo	15%

You can win a £50 voucher to spend at your local GAME shop! All you have to do is predict the top three games in next issue's chart and send your predictions to

Chart Compo 39, 64 MAGAZINE, Paragon House, St Peters Road, Bournemouth BH1 2JS!

SHOWCASE

64 MAGAZINE

09

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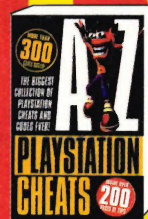
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When I'm



10

Got something you want to get off your chest? Then write to us and let other gamers know what you think!

STAR PRIZE

The star letter each month wins a lorry load of N64 peripherals courtesy of Fire International.



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1 MEG JOLT PAK
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A Couple Of Things...

Dear 64 MAGAZINE,

Can you persuade Nintendo to include some sort of network card in the Dolphin? The ideal would be daisy chaining, so you just link one machine to the next with a cable and each have your own TV. Therefore no need for a hub. Most houses have a couple of TVs (but quite what cross-dressing has to do with it...) Since Nintendo have announced that there will be



no Internet support the multiplayer side of things needs to be taken care of, because fun as *Goldeneye* was, the split-screen four-player was just a bit

too small sometimes. Except when we used a projector on an 80 inch screen... shame we had to give it back.

Secondly: I used to flick through your mag to see if I wanted to buy it (and most of the time I do). Now that it's shrink-wrapped to stop the tips book going walkies you have to go off what it says on the front. "*Mario Party 2*, *Battlezone*, *Castlevania 2*...." Bit dull so far... Aha! "*Tony Hawk's* blah blah" in big letters caught my attention.

Thought it was going to be a review. Grrr. I would have been quite happy to spend my four quid if it had a review of *Tony Hawk's*, but it didn't, so I guess I will be buying it

again next month. Feel a bit cheated. If you are going to wrap the mag up in plastic, then please use wording on the front like "*Tony Hawk's* reviewed" or "*Rika* previewed". Much appreciated. Oh, and anyone remember ZZAP64? In a strange way, your mag reminds me of that. Good stuff. Er... (page 30 issue 37) "as challenging as arm-wrestling Steven Hawking" – sort of thing ZZAP used to say.

While I'm at it: BT blow goats (5p min charge – costs me 5p for 3 seconds of dial up if I haven't got any mail!) and Microsoft are the spawn of Satan's bits (Windows is even less stable than Private Pile).

Charles Rodmell, E-mail

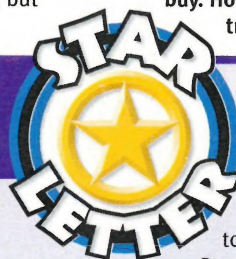
Daisy chaining eh? Just how old are you Charles? Roy said he hadn't heard that term since his old GCSE Computing lessons (when they used to talk excitedly about one day having computers that could recognise speech and read handwriting). While the potential to network the Dolphin would be a great idea, we're not too sure that the four players on one TV option isn't still a viable one – after all, not everyone has access to four TVs and of course you'd need four machines! Onto the bag business – to be honest we'd prefer not to have the magazine in plastic because it stops people from flicking through it in the shop and potentially making an impulse buy. However, our production people have tried simply sticking the book to the

PRIZE WINNER

It's All In The Translation...

Dear 64 MAGAZINE,

I have the game *Smash Brothers* which I think is totally groovy, but I discovered the funniest thing ever when I changed the language of the game to French or German on the options menu: Jigglypuff's name changes! And not only that, his words and song change in battle! In French he's called Rondoudou, and when you press the L button he says Roooooondoudou! And he sings his sunny song in French! But the funniest is the German!! He's called Pummeluff! When the L button is pressed, he says his name in the most stupid German accent ever! This is well funny and you should check it out straight away. I could play for hours with a friend pushing the L button! And I thought Jigglypuff was funny! Oh yeah and I have one last thing to say, I bought a Dreamcast last October. I should have listened to what you said. Although *Sonic* is good and *Soul Calibur* is excellent, I find it hard to gather the laughs from *Smash Brothers* (Pummeluff!) or the screams from *Mario Kart*, or the humour of Natalia's massive DK head as it slaps against the glass dead in the Facility on *Goldeneye*, or



the damn right excellence which made my head revolve that was *Zelda*. The fun never stopped with the good old N64, but I feel that now it may start to die unless I save up for the next wicked N64 title to come! And another thing: the

Dreamcast magazines stink. Forget it,

your magazine rocks! I did stop buying, but now I've started again. Thanx!

Mike Catalano, Surrey

Glad to hear that you're reading *64 Magazine* again Mike (although why on earth did you stop?) We checked out the different languages on *Smash Brothers* and sure enough, Jigglypuff's name does change in French and German. We have to disagree with you on a small point though: while the German Pummeluff is fairly amusing, the French Rondoudou is far more entertaining! The incredibly deep voice with the French accent is just brilliant! We also agree with you about the Dreamcast – at least so far. The problem is that all the games for Sega's new console have so far been very arcade-oriented and are often very lacking depth. Maybe this will change as the console matures, but our money is firmly on the Dolphin as the most promising 'next generation' console!

PS: If you want the Star Letter prizes you'd better supply us with your full address quick sharp Mike!

front and more often than not it falls off! As for misleading cover lines, we never intend to imply that we've got a review of a game when we haven't and in fact when a game is reviewed we usually flag it on the cover. If it doesn't actually say 'review', then you can be fairly sure that the game listed is covered in a preview or a feature. Oh... and several people in the 64 Magazine offices actually used to work for ZZAP 64, you might recognise our "64 Sizzler" logo which was nicked from said classic publication!



Evil Prices

Dear 64 MAGAZINE,

I am an avid games player who has been playing for many years, so you can

imagine my delight when I saw that *Res Evil 2* was coming out on the N64 (especially as a friend who has a PlayStation says it's the best game ever) and given the good reviews I couldn't wait. I eagerly rushed out to buy it from HMV but saw they were asking £54.99 and as I refuse to pay that much I next tried WH Smiths, who were asking the same. Next stop Electronics Boutique – same story. Looks like I will have to wait for it to drop to a reasonable price. I feel it is outrageous that Capcom realising they have a best-seller, can charge so much. Personally I feel that £40 is expensive and only buy a few games a year which get good reviews. Flicking through your mag I found an ad for *Gameplay* and ordered *Res Evil 2* for £39.99. I don't see how a mail order company can be so much cheaper, I may have to wait a few days for it to arrive but it is worth it! If Software houses keep putting out games at these outrageous prices then the headline "The death of the N64" may well ring true, and it will be a shame to kill a good console just for corporate greed.

Stephen Linkson, E-mail

I don't like blabbering on, so I will get straight to the point. Why must we spend so much money on Nintendo's products? For example, when the N64 first came out it cost £250. It can now be purchased for £65, £70 if you want it in a colourful translucent case. We must then spend £30 for an official Expansion Pak and £10+



for a good Memory Pak – an extra forty quid! It's ridiculous. You could buy *South Park Rally* for that much.

Admittedly prices have vastly decreased in the past 2 years, third party Expansion Paks (Joytech) cost less than £10 and controllers have dropped 10 pounds since they first came available so there is light at the end of the tunnel. But (and this is a big but), why couldn't the Big N have these extras already built in to the machine? Besides, a brand new N64 game can cost as much as £60 (not including when *Turok* first came out), compared to a new PlayStation game that's £20 more and 'Players Choice' games are still £10 more than the PlayStation's vastly larger, 'Platinum' series. I know all about the 'cartridges cost more than CD's thing' but come on Nintendo! Hurry up and change to DVDs and stop charging us so much!

Tony Russell, Fareham

Game prices have been a bone of contention as far back as the days of the Sinclair Spectrum and the Commodore 64 (when £8 was considered an extortionate amount to pay!) You could argue that the cost reflects the amount of work that goes into a game, but then with mail order companies so easily undercutting high street prices it does become a little hard to believe. The reason they can do this incidentally is that their overheads are much lower than the high street stores, so they can charge less without eating into their profit margin. While it'd be great to see games getting a lot cheaper it's safe to say that if that did happen then we'd probably see a drastic drop in the quality of the products they produce – when some of the high street stores had a small price war on PlayStation games a short while ago several software companies got quite worried and some games had their release dates put back to ensure that their prices didn't get slashed. In an ideal world games would cost 50p each and come with 100 free airmiles and gorgeous girls would fancy freckly guys whose first names begin with the letter 'R' – but what can you do?

Swap Shop

Dear 64 MAGAZINE,

I would like to ask if I could swap a game with you. It's *Yoshi's Story*. You say it's got 79% so swap it for *WCW Mayhem*, it's got 74%.

PLEEEEEASE!

Garth Wilkinson, Lincs

We honestly thought this must have been a mistake, until you sent your two follow-up 'mails demanding to know why we hadn't complied with your wishes Garth! To answer your question: no, we don't want your *Yoshi's Story* for our *WCW Mayhem* because we've already got *Yoshi's Story*! (Both the English and the Japanese versions in fact.) We don't actually swap games as a rule and don't even get us started on the fact that you didn't even get the name of our magazine right! To summarise: No.

LETTERS

64

MAGAZINE

Oldy Not A Goody

Dear 64 MAGAZINE,

I was really disgusted when I was glancing through issue 37 and I saw some mindless clot going on about how he loves old games so much. Being reasonably young (11) I have never heard of games like *Sensible Soccer*, which I can only guess is a bunch of over fifties drinking tea together and saying words like "spiffing" and "jolly good".

I would of course be okay with this if it wasn't for the fact that he took the p'ss out of *Pokémon* and *Zelda* which I am totally into. I'd really like to bend him over (Woh! Steady there! – Roy) so I can kick his ass! (Oh... sorry – Roy) To add to this you gave him the star letter award when he called *Pokémon* crap – the only crap around here is his choice in games. I'll be fair *Goldeneye* is class but then I see *Final Fantasy III*: if I remember rightly then that's a GreyStation game (where's your commitment to Nintendo now?) Please publish this as I really need to get my point across.

Dominic McMonagle,
Southampton



Sorry Dominic, you're 11? What's that, 11 months? *Sensible Soccer* isn't that old a game you know! (Although it's last appearance was on the PlayStation, so maybe that's how you missed it.) As for liking older games and disliking *Pokémon*... well everyone's entitled to their own point of view! You've got to bear in mind that the 64 MAGAZINE team themselves have all been playing games for quite some time now, so it's inevitable that some titles from the past are going to hold fond memories – think about how you might look back on *Zelda* in 10 years time for instance. (That's if you live that long mind you – if you go around picking fights with people just because they don't agree with what you think it can get you into all sorts of trouble!) By the way, videogames have never, ever been about people over fifty drinking tea and saying "spiffing"!

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Letters almost certainly will be edited for length and other reasons. All letters are read, but personal correspondence will not be entered into, even if you include an SAE, so don't!

64 Magazine Issue 39 2000

64 sight

See the games of
tomorrow today!

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F1 Racin

An F1 World Grand Prix beater?
Quite possibly!

The Formula One season is under way once again and Ubi Soft are keen to capitalise on the growing popularity of the sport. However, if there's one thing *F1 Racing Championship* is not, it's a cash-in because even at this early stage the game both looks and plays like a dream. The immense feelings of speed and control generated by this game are truly unbelievable – could it be a challenger to the well known and

much loved *F1 World Grand Prix* games? We think so!

This is a Formula One game which includes literally all the official drivers, teams, tracks, cars and rules. The once unknown Jacques Villeneuve who has only before appeared as a question mark in most other games, appears here in his full glory. To top it all off the game even includes the all new Malaysian Formula One track, giving you yet one more set of corners that you have to commit to memory if you want to shave off those all-important seconds during the race.

The quality of the tracks themselves is unsurpassed. You could quite happily watch a real race on TV and use it as revision for the equivalent race in



F1 RACING CHAMPIONSHIP

Publisher:	Video Systems
Developer:	Ubi Soft
UK Release:	June



g Championship

the game! Unlike *F1 World Grand Prix* this game is already beginning to look as crisp and as clear as they come. Fogging and pop up is more or less non-existent in *F1 Racing Championship* and for once this isn't at the cost of the frame-rate. The cars handle as smooth as a supermodel's skin, making the game as enjoyable to play as it is to watch.

The graphics are topped off rather nicely with some excellent race effects which show everything from the sparking

metal during collisions to the spray of a rain-soaked track. To keep the game true to life, if things go wrong in simulation mode bits also start to fly off the car (something Roy was all too eager to demonstrate to everyone in the office as

▼ A yellow flag means there's trouble ahead, not that it makes any difference as the car's straggling anyway!



▼ There's a corner coming up, best to play dirty and accelerate up the inside. You might even do them damage into the bargain!



▲ Check out that sparking exhaust! Either someone's caning it on the throttle or the car's in trouble.



Storm In The Pits

Not only does this game include a fully-animated pit crew, but your time there is also made a little less dull thanks to a cool mini-game. Furiously tapping the A button in true *Track and Field* fashion gets your pit crew to work faster! Obviously the F1 drivers of today keep a cattle prod handy to make sure the tyre changing chaps are on their toes!





▲ The tight corners of Monaco make it one of the most exciting tracks to race around in the game. Nice replays too!



he careered around the track backwards!) If you are like Roy and want your races a little less serious then the game also includes an arcade mode. When playing through this you can powerslide to your heart's content from checkpoint to checkpoint without fear of losing a wheel.

Of course serious racing is what this game is all about and in simulation mode you can't get much more serious than *F1 Racing Championship*. In addition to being able to

change more or less every aspect of your car's set-up you can also race in a high speed, detailed cockpit view. All that's left to do is to turn up the sound and set

the number of laps all the way up to realistic and you've got the authentic F-1 experience. Look out for the review in the next issue of 64 MAGAZINE to see if this one pulls away from the pack or if it gets the black flag. ■



Control... You Must Learn Control!

In the new training mode you can hone your driving skills, but this isn't any ordinary test run. Whenever you stray too far off the racing line the car changes colour and if you're heading too fast into a corner, the car turns bright red warning you to brake!



Rain, Rain Go Away...

Some of the graphical effects in the game really are a sight to behold – just check out the rain in this shot. Unfortunately this does tend to hamper your vision a bit – hence the 116mph on the clock!



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"From the melodic sounds of Final Fantasy VIII, to the upbeat 70's style music of Vigilante, the Sound Station helped provide a great atmosphere throughout" **9.5/10, CONSOL-ERS**



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AND ALSO IN MOST COMPUTER AND VIDEO GAMES RETAILERS



Taz Express

Mini twister heading this way!

▼ There are a number of different types of food for you to scoff, including Hot Dogs, Pizza and of course fresh fruit!

Infogrames have a deal with Warner Brothers and are making good use of their licensing agreement. Cartoon favourite Taz is getting his own game on the N64 and it's as wild and wacky as you can imagine. Mrs Taz, fed

up with her hubby sitting around on the couch all day, takes it upon herself to register Taz with a recruitment agency and thus finds him a job as a delivery boy. Hence Taz has to carry a crate over the colourful 3-D landscapes, making sure that the package arrives unharmed. This sounds easy, but if you're a

Tazmanian Devil who twists like Chubby Checker after a heavy dose of Red Bull – well, we can assure you that it's not! In the game Taz acts just like his cartoon counterpart and so he can run extremely fast,

eat various scattered foodstuffs and twist like a mini tornado, demolishing everything in his path. There are six different worlds to get through with bonus stages and lots of hidden surprises to uncover. Along the way you must pit your wits against other famous Warner Brothers characters including Wile E Coyote, Marvin the Martian and Yosemite Sam. The puzzles and challenges change from level to level so you never quite know what to expect next. With a hyper-energetic flurry of teeth you can smash through rocks and other pieces of scenery and discover a whole bunch of secrets. Opening these routes is crucial if you want to find all the excellent mini-games and these are



TAZ EXPRESS

Publisher:
Developer:
UK Release:

Infogrames
Zed Two
June



invariably very entertaining. They include racing, rollerskating, jet-packing and many other fun

activities which give the intense 3-D cartoon action the variety of game play it needs.

Although the secrets are worthwhile your on-screen enemies are all constantly trying to steal, damage or destroy your precious parcel so care must be taken when leaving it unattended. This can lead to some tricky moments, for instance when leaping over several awkward ledges, but there is help in the form of shield spots. The graphics look vibrant and colourful and the six worlds all have different themes such as 'Wild West' and 'Independence Day'. The gameplay is just plain loony and the loveable

grumbling whirlwind is fairly easy to control. A lot of time has been spent trying to make this game an extension of the cartoon and thus on-screen Taz performs superbly.

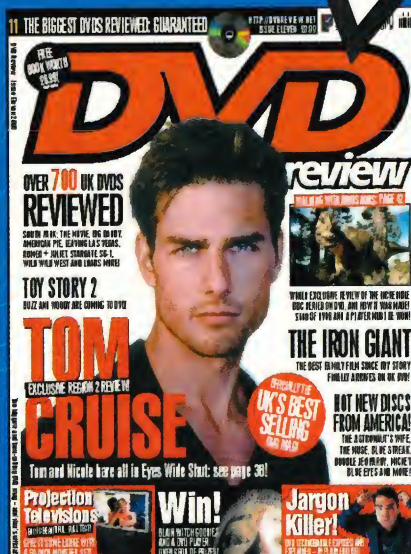
So it's not *Perfect Dark* or *Resident Evil 2* and there's no blood, guns or guts in the game – but *Taz Express* still has plenty of appeal. Taz himself has fans of all ages and the game is a delight to play. This could be a big hit this summer and although it faces some tough competition if it is released in June, it could well surprise you. *Taz Express* looks great, but the gameplay is this title's strong point and if more sound effects are added it

could almost be like watching the real thing. The game is nearing completion and we can't wait to get our hands on the finished product! ■

DVD

review

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Blues Brot



This ain't just about the Blues!

The first thing we heard about this game was that it had the official *Blues Brothers* license and that it was going to be published by Titus. Instantly a horrified look came over everyone in the office as painful memories of *Superman* came racing back into our heads. After a few seconds however it finally dawned on us that the last couple of titles from Titus – namely *Xena* and *Roadsters* – had been a definite improvement on the Man of Steel's dive into the depths of gaming hell. Curious to find out more we

searched for clues until at last a playable version arrived.

Blues Brothers 2000 was not the best film in the world, failing to build on the previous success of Dan Akroyd and James Belushi. So why would anyone want to make a game about it? Well *Blues Brothers 2000* is only based loosely around the film, in that a few of the levels were locations in the movie and the characters look cool and wear shades. The rest of the game is completely different, *Blues Brothers*

2000 weaves many styles of game into a whole. The basic story is that Elwood must escape from prison and put the band back together before the great Battle of the Bands.

Before reaching your great singer's soiree you must solve the puzzles of the prison and three other spectacular scenarios while at the same time rescuing your band members and collecting songs for your group to perform. There are a wide range of enemies along the way who all try to

▼ You must break out of the slammer and re-unite your band before the big tournament. You also need to find some songs to play!

BLUES BROTHERS 2000

Publisher: Titus
Developer: Player One
UK Release: June



▲ Find coins and special power-ups to help you to make it to the tournament on time. Check it out man – the funk soul brother!



▲ There are stacks of weird-looking enemies who are unique to the different worlds. In the swamp there are frogs and crocs!



Mean and Dirty Scoundrels

There are some really wild enemies in this game from dinnerladies to CIA Agents. Each has unique characteristics and of course weaknesses. Here are a few of the more interesting fiends trying to stop the party...



Smart suits are just the thing for scaring bad guys!



Just got back from the England Match and they've lost again!



Hospitals are always dangerous, don't go screaming for the nurse!



Aren't you glad you don't have to share a cell with this guy?

hers 2000

stop you reaching the ball. These include Prison Guards, CIA Agents, Mod Nutters and even the Mafia, so you need to learn the special attacks and collect all the various power-ups which are scattered around the levels.

The game itself is basically a 3-D platform adventure but it also has a few side scrolling levels and even a *Bust a Groove* style dancing section. The music is kinda groovy and there are four

different songs which all featured on the film's soundtrack. The levels are varied and colourful and the gameplay is great, with moveable cameras to help you focus on where you are going. There are numerous puzzles, varying from simply entering numbered vents, to trying to dash across the courtyard of the prison without being spotted by one of fifty moving spotlights.

Blues Brothers 2000 is still not finished and could yet improve further, but it's already better than we expected and is great fun to play. The graphics are looking great and the levels are extremely varied, each one offering unique puzzles and enemies. There is a two-player game at the moment but the final version may well have a four-player option too. The multiplayer game is all

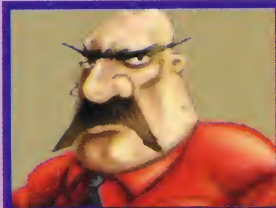
about rhythm and finger-popping button-tapping madness, as you strive to boogie each of your opponents off the dancefloor – which is great fun and highly addictive. *Blues Brothers 2000* is looking good at the moment and could be a surprise success. It is currently due for release in June so stay tuned, for more details coming soon. ■



▼ There are a wide range of puzzles for you to work out and some really tricky side scrolling levels. Look out for the electric guillotine!



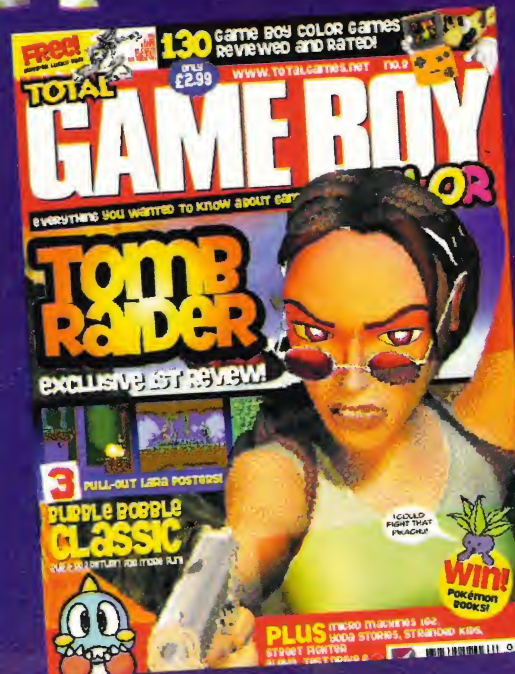
Keep away from that stick - you don't know where its been!



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The World Is Not Enough



▼ All round nice guy he may be, but when it comes to saving the world he won't think twice about hitting a villain squarely on the jaw!

Bond is back for more!

The credits at the end of Rare's masterpiece *Goldeneye* claimed 'James Bond will return' and you know something... they were right! Before you get too excited though wipe that drool off of the page and prepare for a shock, because this game is being brought to us by Eurocom and EA – not Rare! The team have already made one Bond game for the PlayStation and are

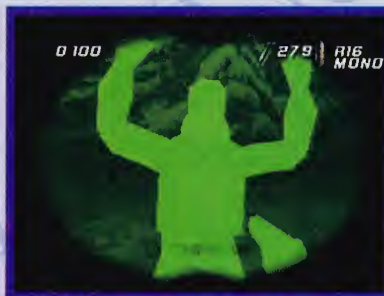
now turning their super sniper scopes on the N64.

Based on the film *The World Is Not Enough* this game is, like *Goldeneye*, a first-person mission-based affair. The game features 15 levels themed from the film which let you battle the villains in style with a variety of cool gadgets and deadly weapons. In total you get to play with more than 40 pieces of hardware and specially designed Q-style gadgets! Add to this enhanced expansion pak support, a four-player deathmatch option and some pre-level 3-D cinematics and *The World Is Not Enough* starts to look very promising indeed!

While the previous EA Bond game on the PlayStation met with mixed responses (actually it was complete pants – Roy) this was partly due to the mix of third-person and first-person perspectives, something

which hopefully won't happen with the next Bond offering.

With *Goldeneye* a huge success and *Perfect Dark* coming out soon, *The World Is Not Enough* is going to have to be good to compete. The question is: will Bond be able to take on Joanna? Let's hope that the suave and sophisticated 007 can strike gold again, even if it is from a different developer! Bond will return to 64 MAGAZINE... ■



▲ Bond sneaks up on an unsuspecting evil henchman using his handy night vision, and wisely the fiend turns himself in!



THE WORLD IS NOT ENOUGH

Publisher: EA
Developer: Eurocom
UK Release: TBC

I'll Be Back!

Here it is: *Goldeneye*'s end credits. Rare probably thought that they were up to make a sequel, but now it's EA who have the licence to kill!





The Legend Of Zel

Epona, Epona, my kingdom for Epona!

The sequel to the epic *The Legend Of Zelda: The Ocarina Of Time* has – you may not be surprised to learn – undergone yet

another name change. Now titled as *The Legend Of Zelda: Majora's Mask*, the second game picks up from where the first left off and judging by what we've seen so far Link has got more than a few new tricks up his sleeve to dazzle all the *Zelda* fans out there. Unfortunately he may take a long time to get to your shelves, but for once this isn't because of any programming delay – you see Link has got a small problem: he's lost his horse!

The story of this forthcoming epic goes something along the lines of this... Link has just finished his time travelling adventure as related in the *Ocarina of Time* and quite understandably has

decided to take a little breather from fighting evil. You begin the game as Kokiri kid Link is strolling through the forest, when all of a sudden a strange man in a mask steals the young horse Epona and disappears into a handy portal. Obviously Link's *Famous Five*-esque adventurer qualities take over at this point and he jumps through the portal in pursuit of the mysterious masked one.

Through the portal Link finds himself trapped in an alternate version of the land of Hyrule and it turns out that his missing horse is the least of his worries, because scant miles above the planet a moon is slowly falling out of



▲ One of the local village kids demonstrates his favourite game to Link, using a blow-pipe to knock cute animals from the trees!



da: Majora's Mask



orbit towards the land of Link's birth – when it rains in a hero's life it most definitely pours! This means it's up to you to save the planet, rescue your horse, defeat new enemies and confront the mysterious masked man.

Now not everything in this game is totally alien to the first, because if you glance over these screenshots you'll recognise some familiar faces from the first game. Expect to bump into Zelda, Malon and an alternate version of Navi along the way! The things that make this game different however are the masks. Where as in *Ocarina Of Time* you needed to have certain items to progress through the game, you now need certain masks. Find and slap on

one of the 20 masks in the game and your entire character becomes transformed into something a little different to say the least! Put on the Goron mask for example and Link becomes one of the durable rock creatures, retaining only his little green hat. When in Goron form Link has increased strength as well as the ability to roll up into a ball and shoot along the floor!

Other masks include the Deku Scrub mask that turns Link into the one of the flowery fiends and allows him to walk on water, and the Zora mask which allows our hero to move effortlessly underneath the water. What makes

these masks even more interesting though is that with each mask you also get new musical instruments in addition to the Ocarina – the Goron for instance, gets a set of bongos!

This game is definitely looking like it could top the original N64 *Zelda* and no doubt it will have you all scratching your heads once more over the suitably devious puzzles! It may be a long walk for Link without his horse but it promises to be a fun trip! Just make sure you keep your eyes on 64 MAGAZINE for all the latest news. ■

▼ Looks like there's some more horse racing to be done in this *Zelda* game, but this time you're outnumbered two to one!


MAJORA'S MASK

Publisher: Nintendo
UK Release: November



▲ Link may not look the prettiest of creatures when masked up as a Goron, but absolutely no-one is going to mess with him!



▲ Translation please! Needless to say there's quite a few things which need to be sorted out before the game hits our shores.



▲ One of the best things about being a Zora is that you can take to the water without fear – that ocean is just waiting for you to hop in!



Dragon Sword

You may remember some time ago that we brought you a feature and then a preview of a game called *Dragon Sword*, which was being programmed by Glover developer Interactive Studios. If you read any of our coverage of this game then you should remember that we were more than a little excited about the title which promised to do what *Fighting Force 64* had attempted (and failed) to do – bring N64 owners a decent progressive beat-'em-up.

Now you may well be wondering when exactly N64 owners are going to get to play this promising-looking game and frankly we were starting to wonder too, so we gave Interactive Studios a call. To our horror we discovered that while the *Dragon Sword* code was actually finished and ready for production, a decision had been taken by MGM Interactive not to release it! This decision was based on a number of things, but basically the main reason was that MGM felt that the costs of producing and marketing *Dragon Sword* didn't match up against the predicted financial return for a game which wasn't part of a well-known series or a movie tie-in.

Now we know that at the end of the day software companies are in the games business to make money, but when games like *Dragon Sword* are actually finished surely it's not that great a risk to produce them – particularly as so much capital has already been invested into making the game? (Incidentally the team behind *Dragon Sword* weren't at all happy with the decision not to release the game and at least one person actually quit as a result of it.)

Anyway, regardless of the rights and wrongs of the whole thing we thought that we'd give you lot the chance to voice your opinion! What follows is a 'virtual review' of *Dragon Sword* based on the finished code that Interactive Studios rather kindly lent to us. Read the review, study the screen shots and then decide for yourself whether or not *Dragon Sword* is a game worth bringing out on the N64. Once you've done that, make use of the form we've printed at the end of the review to voice your feelings on what could well become a disturbing N64 trend!

Dragons, warriors, fantastic adventures... and not a hobbit in sight!

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	No-one!
Developer	Interactive Studios
Game Type	Fighting Game
Origin	UK
Release	Never!
Price	N/A

Memory Options

MEMORY:
N/A

CONTROLLER PAK:
Stores saved games

\$64,000 Question

- ✦ Four versatile characters for you to choose from
- ✦ Loads of gorgeous-looking bad-guys
- ✦ Simultaneous two-player combat
- ✦ Players can use a variety of armour and deadly weapons
- ✦ Varied levels
- ✦ Four-player deathmatch mode
- ✖ Gameplay can get a little repetitive
- ✖ The game's never going to come out!

There was a time when this kind of game was the only thing to have! Games like *Golden Axe* and

Making Monsters

The stone column in the centre of this area is the spawning point for these horrible green warriors. It doesn't matter how many of them you kill – they just keep coming until you reduce the column to a pile of rubble.



Double Dragon were huge draws in the arcades and did equally well on the home videogames market. With the advent of more powerful consoles though, progressive beat-'em-ups seemed to die off somewhat and on the N64 they've certainly been very thin on the ground. Aside from the slightly disappointing *Nightmare Creatures* and the rather dull *Fighting Force*, we've seen nothing that really warrants the label of a progressive beat-'em-up. Until now that is.

Dragon Sword is a totally original game from Glover developer Interactive Studios... well, totally original apart from being an old-fashioned progressive beat-'em-up. Basically what we're trying to say is that it's not just another sequel or movie licence. The programmers have made a real effort and it shows. The storyline behind the whole thing is that in the far-off land of Avantaria, the evil Darrc Horde has invaded and turned the place into a living nightmare. The only thing that stands between the people of Avantaria and ultimate subjugation is a handful of heroic warriors – which is of course where you come in.

In The Darrc

One or two players can choose from four different characters with which to battle the soldiers of the Darrc Horde and each character has their own specific talents and abilities – differing in agility, strength and speed. In addition to this each character is a weapon master and can pick up and utilise a variety of swords, axes and shields – to name just



▲ Gouranga comes up against a pair of pesky flying demons – they're pretty fast and he's fairly slow which is a bit of a problem.

Gets Blunted!



▲ There's never a lack of action in this game – the enemies come at you thick and fast, so you don't find yourself getting bored!

a few different weapons – that they find lying around the levels and turn them to their advantage.

The lands of Avantaria are varied and incredibly detailed, though the gameplay follows a fairly linear structure. You begin in the dungeons of the Darrc Horde, about to mount a prison break. Then it's off on a quest to find the Dragon Sword and from there onwards, to find and defeat the Darrc Horde once and for all. As well as the various weapons that you find lying around the levels, once you've collected

it you also get to use the Dragon Sword. This weapon has magical properties which you can use to defeat tougher enemies quickly – the catch is that it drains your magic power while in use. You then need to replenish your magical ability before you can use the sword's special powers again.

Each of the four characters is versatile and nimble. They have a range of fighting techniques, both

armed and unarmed – and can flip like trained athletes. As you'd expect from this kind of game, each character has his or her own strengths and weaknesses – some are slower, others more powerful – plus they can all wear armour. This can take a few hits before it falls to the ground and can come in very handy in the heat of battle.

Chase The Dragon

The enemies in the game are numerous and varied. Many of them appear from doorways and tunnel entrances, while others are 'spawned' magically like the



What Makes A Hero?

There are four main characters for you to choose from in the game. They are...

Cutter

A former member of the Darrc Horde, Cutter is a lot like Kailan as far as abilities go. He looks similar too, although his hair is blue not red.

Aisha

The attractive member of the group, Aisha is not a girl you want to mess with! She's not quite as strong as Cutter and Kailan, but moves quickly.

Gouranga

This big green guy bears more than a passing resemblance to the Incredible Hulk and he's about that strong too! He moves slowly though.

Kailan

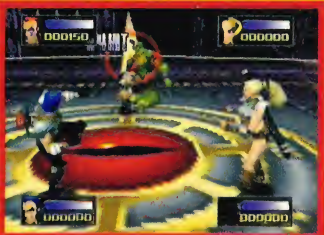
This barbarian fellow has shocking red hair and some pretty impressive muscles. He's fast, strong and agile – a good all-rounder.



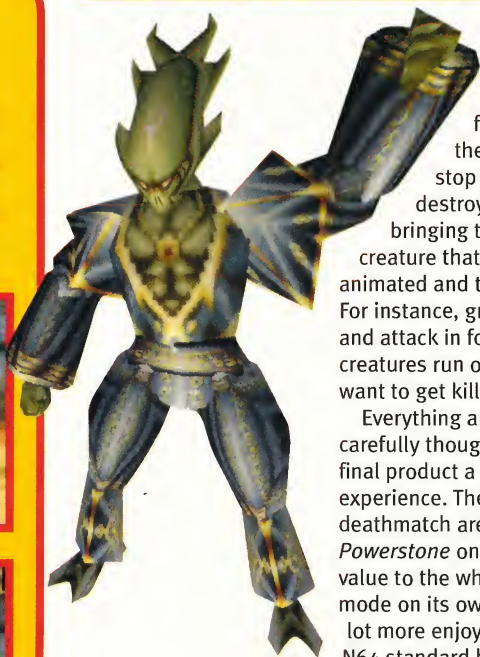


Multiplayer Mayhem

The deathmatch mode of the game is great fun. Up to four players can fight it out in a number of different arenas in various deathmatch games. As the fight progresses an assortment of weapons and power-ups appear within the arena, to help out players who might be flagging. Let's get ready to rumble!



A fantastically addictive experience!



monsters in the classic arcade game *Gauntlet*. If the creatures do come from a spawning point then the only way you can stop them attacking is to destroy the device that's bringing them to life. Every creature that you meet is beautifully animated and the AI is truly impressive. For instance, groups of monsters gather and attack in force while injured creatures run off because they don't want to get killed!

Everything about this game has been carefully thought through, making the final product a fantastically addictive experience. The addition of a four-player deathmatch arena mode (very much like *Powerstone* on the Dreamcast) adds value to the whole thing and in fact, this mode on its own is actually a hell of a lot more enjoyable than many of the N64 standard beat-'em-ups that we've seen over the past few years!

▼ He's behind you Aisha! Behind you! Oh dear, things don't look good for our hapless heroine – we can't look!

Classic Combat

It should be mentioned at this point that you shouldn't expect anything very cerebrally challenging from this game. Unlike other N64 games we could

mention (*Zelda* for instance, or *Rocket: Robot On Wheels*) there aren't really any complicated

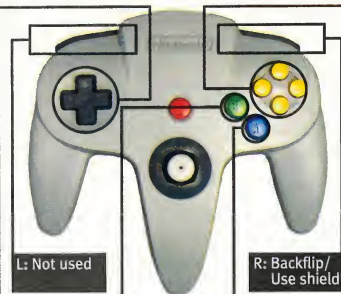
puzzles for you to spend hours trying to work out – about the most complex it gets is when you have to hit two switches to lower a forcefield. But then that's not what *Dragon Sword* is all about. While it's great to have games which do challenge your intelligence, it's also great to have titles which don't involve a great deal of thought. Sometimes there's nothing better than sitting down – on your own or with a friend – and hammering your way through level after level of beautifully detailed salivating monsters on a mystical quest for something magical. *Dragon Sword* is of the genre of game that initially hooked gamers and turned small software companies into the mammoth business enterprises that many of them are today! It's a real shame they're currently so neglected. You can keep your complicated plot-lines and intricate puzzles, we're off to fight some dastardly monsters... bring me my sword! ■

Insecticide!

The monsters in this game are a joy to behold! On one of the levels you come across many huge Venus Flytrap-esque fellows that are very reminiscent of the Audrey II in the cult movie *Little Shop Of Horrors*. While this hostile herb isn't actually friendly, it can come in quite handy because if any of the spiders that attack you on this stage stray too close to one of the big-mouthed plants it snaps the insect up and eats it!



64 Bottom Line Controls



L: Not used
R: Backflip/Use shield
B: Kick/Overhead sword strike
A: Punch/Sword slash
C Up: Draw Dragon Sword • C Down: Strike to rear • C Left: Rotate camera left • C Right: Rotate camera right
D-Pad: Aim
Z: Not used

Alternatives

Fighting Force 64: Crave
Reviewed: Issue 29, 62%
Nightmare Creatures: Activision
Reviewed: Issue 24, 55%

Rating

Graphics



Audio



Gameplay



Challenge



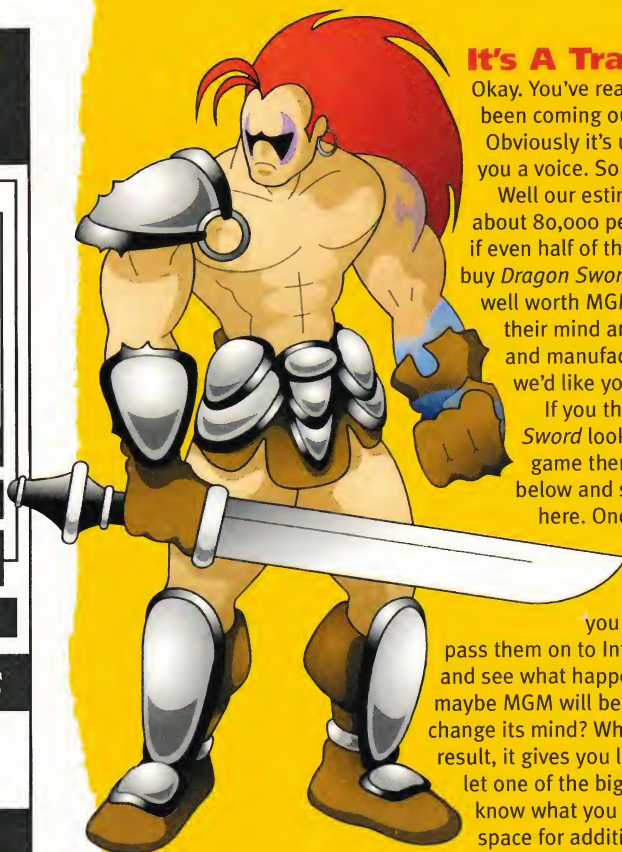
Overall



93

Soundbite

This would be the best beat-'em-up on the N64... if only it was coming out!



It's A Travesty!

Okay. You've read what would have been our review had the game been coming out. We're not making any secret of this – we love it! Obviously it's up to you to decide, but we figure it's worth giving you a voice. So what can you do?

Well our estimated readership is about 80,000 people. We figure that if even half of those wanted to buy *Dragon Sword* then it'd be well worth MGM changing their mind and going ahead and manufacturing it. So what we'd like you to do is this:

If you think that *Dragon Sword* looks like a decent game then fill in the form below and send it back to us here. Once we've got

enough of the forms in and we can see how you all feel, we'll pass them on to Interactive Studios and see what happens. Who knows, maybe MGM will be persuaded to change its mind? Whatever the result, it gives you lot the chance to let one of the big software companies know what you think. We've provided a space for additional names too, so if you've got friends at school or work who

don't necessarily read 64 MAGAZINE (shame on them!) but who own N64s then get them to add their names too!

As an added bonus and as a thank you for taking the time to fill in the form, every person who sends it back will be entered into a draw to win three N64 games of our choice – what games they'll be depends on what we've got knocking around the office at the time of the draw but rest assured, they'll be darn nice ones!



Dear Mr Marketing person at MGM Interactive,

Having seen what the finished version of *Dragon Sword* looks like, I'd just like to say that it looks like a fantastic N64 game and one that I'd probably buy if it came out in the shops. While I understand that it costs a lot of money to produce and market a game like this I feel that it really would be worth your while doing it and I hope you'll reconsider your decision.

Yours sincerely,

Name: _____
Signature: _____
Address: _____

Name: _____
Signature: _____
Name: _____
Signature: _____

Additional Comments (Use this space to add any personal views)

Oh... and these friends of mine also agree with me...

Name: _____
Signature: _____
Name: _____
Signature: _____
Name: _____
Signature: _____
Name: _____
Signature: _____

Send your forms to Save *Dragon Sword*! 64 MAGAZINE, Paragon Publishing, Paragon House, St Peters Road, Bournemouth, BH1 2JS to reach us by 15 June 2000.

Nab A Neo Geo

Okay... last issue we gave you the chance to win one hand-held videogame system – this month we're giving you a chance to win another: the rather fabulous Neo Geo Pocket Color. A descendent of the original Neo Geo, which was a rather expensive games machine-type thing that allowed you to play real arcade games at home, the Neo Geo Pocket Color is a fantastically groovy pocket-sized unit that... well, that fits in your pocket! The most impressive thing about it (besides the superb graphics and the excellent sound) is the directional pad which is as smooth and comfortable to use as any controller you've ever handled.

The Neo Geo Pocket Color has a range of rather nifty games most of which you won't find on any other formats, so it's a definite must for all of those gamers who like to play while they're on the move! And guess what? We've got five (count 'em: five) of these splendid little games machines to give away! Not only that, but each of those five Neo Geo Pocket Colors comes complete with four of the latest Neo Geo games to get your

collection started, thanks to those generous chaps at SNK – the home of the Neo Geo Pocket Color.

If you fancy winning yourself one of these pocket marvels to while away your time on those tedious train journeys, bus journeys or even while you're walking to school or work (note: 64 MAGAZINE in no way encourages you to try and play games while walking and accepts no responsibility for anyone who does so and ends up hurting themselves!) Er... where were we? Oh yes, if you fancy winning one of these Neo Geo Pocket Colors and four of the coolest games then just answer the following three easy questions and complete the tiebreaker below!

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Colours - Each
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Pocket Color

What You Get!

- 1) The other ultimate hand-held: A Neo Geo Pocket Color
- 2) Four superb Neo Geo Pocket Color Games (not necessarily those pictured here, but they'll be decent ones - rest assured!)



The Questions!

1: Fill in the missing word to complete the title of this Neo Geo Pocket Color game: Metal ____: 2nd Mission...

- A: Slug**
B: Snail
C: Puppy-Dog's Tail

2: What's the name of the small spiky mammal made famous by Sega, who has his own cartoon series and is currently appearing in his own Neo Geo Color game?

- A: Arnold The Anteater**
B: Sonic The Hedgehog
C: Percy The Possum

3: The Neo Geo Pocket Color is related to which games machine that let you play real arcade games at home? (Think carefully now!)

- A: The Sega MegaDrive**
B: The Sinclair Spectrum 48K
C: The Neo Geo

The Tie-Breaker!

In no more than 40 words, complete the following sentence...
I reckon that I should win one o' them there new-fangled Neo Geo Pocket Color-type things because...

Send your answers to: Nab A Neo Geo Pocket Color Compo! 64 MAGAZINE, Paragon Publishing, Paragon House, St Peters Road, Bournemouth, Dorset, BH1 2JS to reach us no later than 18 May 2000. Late entries will be recycled to make the pages for the next issue of 64 MAGAZINE!

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64

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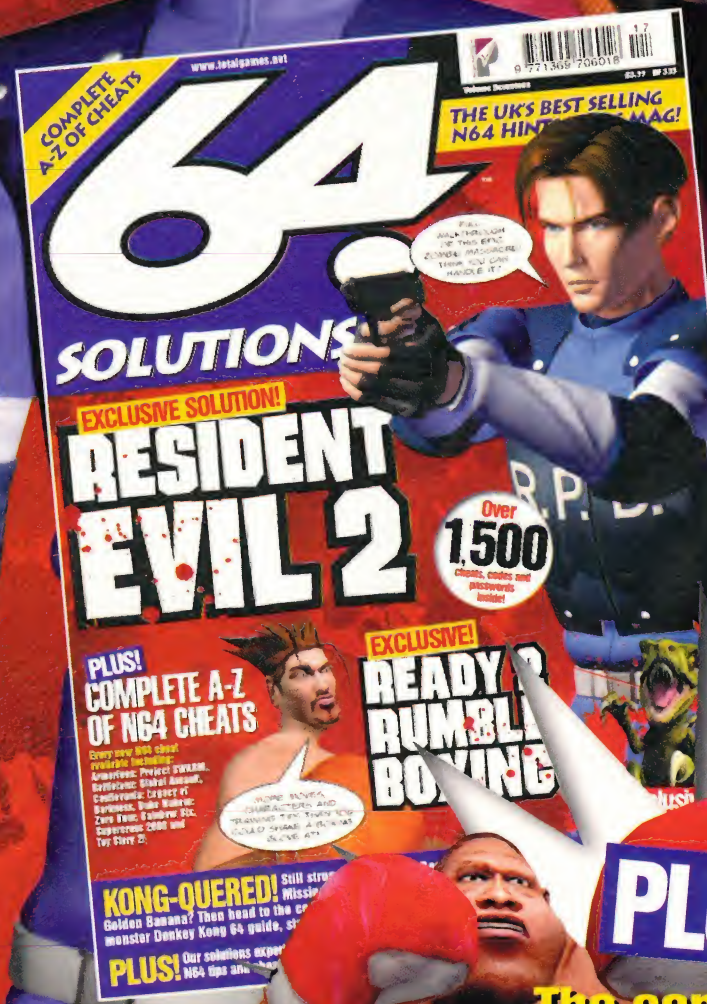
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Nintendo 64

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REVIEWED
THIS ISSUE!

review

MAGAZINE

Those Boxes Explained!

Our reviews are liberally splattered with boxes, for your convenience – if you're too lazy to read the main review, or want the technical guffery, these are where to look. But what do they mean?

Ninfo

PLAYERS

The number of people who can play the game.



EXPANSION PAK

Does the game support Nintendo's Expansion Pak for extra features?



RUMBLE PAK

Can you plug in a Rumble Pak and shake along with the game?



Publisher:	The company selling the game
Developer:	The company that wrote the game
Game Type:	What sort of game it is – sports, racing, fighting, whatever
Origin:	The country where the game was written
Release:	The date the game will be on sale
Price:	Gee, see if you can work this one out!

\$64,000 Question

⊕ This is where we list the good and bad points of the game. If there are more of the latter than the former, it's probably not going to be worth your money!

Memory Options

Does the game have a built-in chip to save your position, or do you have to buy one of Nintendo's Controller Paks to record your progress?

Perfect Dark

page
34

Perfect Dark Perfect Dark
Perfect Dark... Perfect Dark
Perfect Dark Perfect Daaaaark!
(Come on: sing along!) It's finally finished! The game we've all been waiting for! Surely life can't get any better than this?

PAL Performance

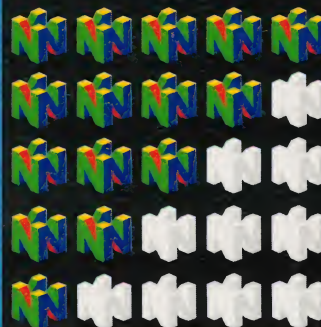
In UK Update reviews, this box replaces the \$64,000 Question. It means we've already reviewed the game as an import – has the British version suffered in translation to our PAL television system?

Supplied By

We get import games through importers – if you want to get hold of an import game for yourself, these are the people to call.

64 Magazine Rating

64 MAGAZINE rates graphics, audio, gameplay and challenge out of five. What does it mean when a game gets a particular score?



Well above and beyond the call of duty – five in a category means it's damn near faultless!

A good job – there might be a few rough edges that could have been better, but nothing serious.

Average – a game that gets this score does its job adequately in this category, but isn't anything special.

Things aren't looking good – a mark of two means that this part of the game is definitely below par.

Complete rubbish – this part of the game has been done so badly you wonder why they bothered!



44 TARZAN
Disne's ape man swings into action!

48 INTERNATIONAL TRACK & FIELD
Classic button-bashing action!

54 HARVEST MOON
It's a farming simulation – oohh!



58 NBA IN THE ZONE 2000
Basketball – will it never end?

UK UPDATE

62 POKÉMON STADIUM
Okay... calm down, it's here!



Final Score

95%+



EVERY GAME GETS A SCORE OUT OF 100 – BUT WHAT DOES IT ACTUALLY MEAN? IGNORE ANYTHING OTHER MAGS MAY SAY – 64 Magazine IS THE MOST BRUTALLY HONEST AND TRUTHFUL N64 MAG AROUND, AND IF WE GIVE A GAME A GOOD (OR BAD) MARK, YOU CAN TAKE THAT AS THE GOSPEL TRUTH. THESE ARE WHAT THE SCORES MEAN IN ENGLISH...

This score wins a game the coveted Gold Medal Award. Unlike some rags, which hand out top gongs like Smarties, we're very tight-fisted with this award – out of over a hundred N64 games reviewed, only four have got the gold. It's your guarantee of a top game!

94%-90%



Welcome to Sizzler country! Scooping one of these awards means a game has had our brand of quality seared into its tender flesh. Unless you have a beef against the particular kind of game, anything that scores in this range can be bought without fear of crapness.

89%-75%



The good-but-not-awesome zone. A game in this range will still be worth getting if you like the sound of it, but it will either have some minor but annoying flaws or be missing the hard-to-define 'hook' that makes a truly great game.

74%-50%



Starting to drop into the realm of games that should only be bought if you're really, really into the subject. They might have flaws that spoil the gameplay, or be well done but not especially interesting. Be careful before you spend your money.

49%-30%



Warning, Will Robinson, warning! If a game can only manage a below-average score, then there's obviously something badly wrong with it and you should give it a wide berth. Don't say we didn't warn you.

29%-10%



You are now entering the World Of Crap. If a game ends up here, it's got so many things wrong with it that the Russians may be planning to use it as a space station. Do not, under any circumstances, buy anything that scores this low!

Below 10%



Can there really be anything this pathetic on the N64? Oh yes, there can. Oh yes.

64 Bottom Line Controls



What do all those buttons on the pad do? We try to make sense of the insanity!

Alternatives

There may be other games of the same type already on the shelves – here you can see at a glance whether the game being reviewed measures up to the competition.

Rating Graphics

Does the game look like Melanie Sykes, or Dot Cotton?

Audio

Does it sound like music to your ears, or nails down a blackboard?

Gameplay

Perfectly-tuned entertainment machine, or clumsy and annoying stack of cack?

Challenge

Will it keep you coming back for more, or be finished in five minutes?

Overall %

The final score! It's not an average of the four categories above, but our definitive rating of the game. So, is it worth your dosh?

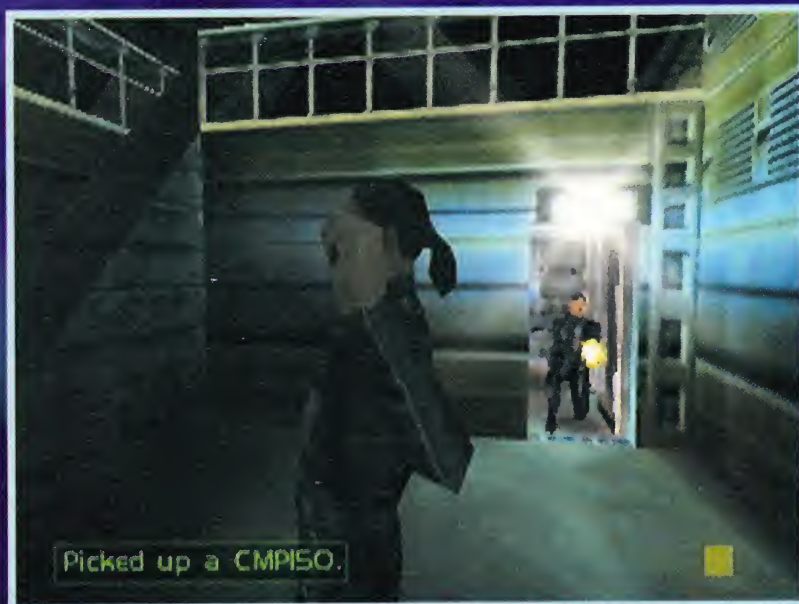
Soundbite

The game in a nutshell, for the truly lazy reader!



▲ Right nobody move! Put that gun down or... er, this guard here gets it! Oh dear... didn't think that would work!

► This hoverbike is sitting downstairs in the Carrington Institute's hangar. Get some practice on it now while no-one's shooting at you!



▲ Here Joanna has successfully disarmed one of the dataDyne guards and he's surrendered. Unfortunately his friend has just arrived and he's not being so co-operative!

Perfect

Ninfo

PLAYERS



EXPANSION PAK



RUMBLE PAK



Publisher	Nintendo
Developer:	Rare
Game Type:	Shoot-'em-up
Origin:	UK
Release:	May 19 (import)
Price:	£54.99

Yes! Yes! Yes! Yes! YEEEEEEEEES!

The year is 2023. The place? The Carrington Institute, an ultra-secret organisation dedicated to fighting evil and preserving the safety of the free world. You are Joanna Dark, code-named Perfect – the Institute's newest agent, master of advanced weapons, unarmed combat and all-manner of futuristic technological gadgetry. The game? It could only be: *Perfect Dark*.

Yes, at long last the waiting is over! Well the waiting is over for import owners anyway... PAL N64 users have still got another month or so before they get their hands on the game that everyone has been hanging on for since who knows when. But the fact remains that finally the game is finished. No more shifting the release dates to incorporate some amazing new feature –

and to be totally honest it's hard to see how Rare could cram anything else into this game without totally overloading the poor old N64 anyway!

Perfect Gameplay

It's probably fair to say that if you own an N64 and read an N64 games mag then by now you'll be familiar with the basic plot for the game. For those who aren't though: you play Joanna Dark – the deadliest and cutest secret agent the world has ever seen (that's probably sexist – but she *is* cute plus wait till you hear her voice!) and you have been sent to investigate the multinational dataDyne Corporation. This shadowy business entity has long been suspected of many rather antisocial activities but so far hasn't been caught out. Now intelligence information received

indicates that a top scientist is being held

against his will by dataDyne at their top security headquarters. Which means that your first task is to get into the building and get the guy out. Thus begins a whirlwind adventure which is going to take you around the entire globe and quite possibly beyond it!

You begin your mission not on the roof of the dataDyne building but in an office inside the Carrington Institute, logged onto a computer terminal. This terminal basically replaces the front-end options screens from *Goldeneye*. Everything that could have been done to make *Perfect Dark* as immersive as possible has been, and so rather than reducing the sense of being a top secret agent with stand-alone menus and other screens, everything is modelled as if you were really working for an undercover agency.

This means that if you want to you can log off the computer and take a wander around the Carrington building, but we'll come to that in a moment.

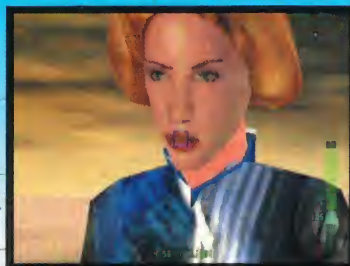
The game that your N64 was invented for!



Dark

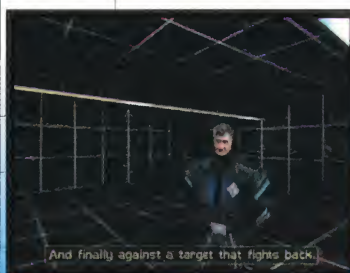
Keeping It In The Family...

When you play co-operative mode, Joanna gets a friend. Or more accurately, she gets a long-lost sister! This individual is none other than Velvet Dark, who also just happens to work for the Carrington Institute. Some sisters double date, these two double up on dangerous missions!



Virtually Perfect

Although Joanna might be a highly-trained undercover operative, you're not. Luckily, the Carrington Institute offers a VR training facility which offers a series of exercises designed to hone the skills which will be vital if you hope to succeed in your missions. Getting in lots of practice here is pretty much essential because this is the time when you get to make the mistakes that you can't afford to make during the real thing!



\$64,000 Question

- + Graphically light-years ahead of Goldeneye
- + One-player gameplay has to be played to be believed!
- + Advanced opponent AI
- + More multiplayer games than you can shake a stick at!
- + Awesome weapons
- + Up to eight bots in multiplayer
- + Awesome weapons
- + 13 deathmatch arenas plus bonus ones
- + Option for one-player deathmatches!
- + Dedicated one-player deathmatch challenges
- + Incredibly in-depth missions
- + Superb plot
- + Atmospheric FMV sequences
- + Two-player co-operative mode!
- + AI buddies in one-player!
- + Three difficulty levels provide huge replay value
- + Makes good use of the expansion pak
- Expansion pak required for one-player game!
- No face-mapping option
- N64 games are never going to get better than this!

▼ Joanna! This is no time to go pulling some strange bloke, even if he is good with computers! Where's your professionalism?

Pretty-much everything else in the game is accessed from the terminal and has been presented in such a way that it adds to the overall atmosphere of the game. Multiplayer mode for example is listed as agency training – after all, it makes sense that as an elite operative you'd pit your wits against fellow agents from time to time to hone your skills now, doesn't it?

Perfect Graphics

If you can resist the temptation to leap straight into the main game then it's worth your while logging out of the computer – as mentioned above – and taking a walk around the building. The first person you're likely to meet is your boss, a bearded Scottish fellow called Daniel Carrington, founder of the

Carrington Institute who gives you orders and advice during missions and sounds remarkably like Sean Connery! He leads you to the ops room where techs are huddled at computer terminals. Access a free terminal and you can pull up the latest intelligence information that the Institute has on file. This info is updated as you progress through the game and so the ops room is always a good place to visit if you want to be suitably prepared for what lies ahead.

Again, you can if you wish simply leap straight into the game but if you can hold yourself back then there are other places still to visit. The weapons facility downstairs contains a firing range where you learn the functions of a variety of high-tech weapons and get used to

them in a series of challenges. You might also notice that in the cabinets on the walls in this area are a number of guns that might be familiar from a certain other Rare game involving a well-known secret agent...

Perfect Controls

Keep exploring the building to find the VR training area. In this *Star Trek*-esque holodeck-style room you can attempt a series of training exercises which familiarise you with the way Joanna moves and teach you a few tricks which should come in handy on your missions. Rare explained that it was basically for those who had never played *Goldeneye* to get up to speed, so we of course jumped straight to the last training level and lasted... oh, about three seconds!



Your Co-operation Is Mandatory!

Okay... what would have been better than playing the missions in *Goldeneye*? Answer: playing them with a friend! If you've got two pads and at least one fellow N64 enthusiast then now you get the chance to take on corporate giant dataDyne with another agent to back you up. This means that you can work together in a variety of different ways – one running the mission objectives while the other provides cover, both agents sharing the mission objectives between them, or one person running the mission while the other simply causes as much chaos as possible to distract the enemy forces! As with *Goldeneye*, you can't play the later missions until you've unlocked the early ones, the good news though is that you can unlock them in either solo or co-operative mode and can basically switch between the two as you go (although not during the actual missions themselves).



A Gadget For Every Occasion

When you come to this security door and the terminal won't allow you access, what do you do? You use a gadget of course! Select your uplink device from your inventory, run it over the offending computer and before you can say "astonishing Q" in a broad Scottish accent the door is unlocked!





Memory Options

MEMORY:

Stores saved games, custom characters, challenges, multiplayer ratings.

CONTROLLER PAK:

Stores custom characters.

For beginners the training may be, but that doesn't make it easy!

Last place to visit is the hangars section on the lowest level of the Institute. Here you can access information on a range of different vehicles and even take a few of them for a test-drive. Although we've said that it's optional to explore the Institute if you do decide just to jump straight into the game then you may find yourself regretting it at a later date because the Institute doesn't always remain the haven of safety and tranquillity that it is in the beginning and knowledge of the layout can come in extremely handy later on...

Once
you've

familiarised yourself with the inner workings of the Carrington Institute it's time to start your missions. As with *Goldeneye* you can only select one mission to begin with and as you complete that you unlock the next, then the next and so on. *Goldeneye* similarities don't end there either because whereas when playing as Bond you could opt to play on Agent, Secret Agent and Double-O Agent difficulty, in *Perfect Dark* you have a choice of either Agent, Special Agent or Perfect Agent.

Perfect Sound

The missions in the game vary significantly depending on your choice of difficulty level. As well as the additional mission objectives that you had in *Goldeneye*, the more difficult

mission settings now involve extra areas too. So while you might play through a level fairly quickly on Agent setting, playing it again on Perfect Agent could well have you going places that you couldn't access the first time around. Another new feature is that some of the level structures change with the difficulty setting. For instance, on the stage where Daniel Carrington gets captured, on Agent level you must snipe the guards to free the negotiator but on Perfect Agent level you instead play the part of the negotiator!

There are 17 missions in all spread over nine different stages ranging from the dataDyne headquarters at the start through a tropical island to the President's aircraft Air Force One – and those are just some of the more

Rare have done it again!

Weaponry

If you thought the artillery in *Goldeneye* was impressive then wait till you get a load of this! The following are not all the weapons in the game by any means because you get to use captured alien technology on the latter stages, but they're more than enough to have any special agent going weak at the knees all on their own!



Falcon 2

Extremely accurate handgun which is a handy if basic weapon. Also comes with optional silencer and scope for greater accuracy!



MagSec 4

This pistol has a very high fire rate and subsequently isn't as accurate as the Falcon 2. Secondary mode offers three-round bursts.



DY357

This gun is powerful but only carries a six-round magazine which can be a problem against multiple targets. Oh... and it's heavy too!



CMP150

The best-selling dataDyne gun, this weapon has a target designation and lock-on system which is quite handy.



Laptop Gun

Disguised as a laptop computer, this gun has a high fire rate and can be deployed as a sentry gun to provide cover fire if needed.



Dragon

High-powered automatic weapon with a fast fire-rate, this weapon can be set on overload after which it functions as a proximity mine.



K7 Avenger Assault Rifle

Another powerful gun with a high fire-rate but a small magazine. The secondary mode locates hidden explosives.



AR34 Assault Rifle

The Carrington Institute's first attempt at an assault rifle, the secondary function of this weapon is a useful permanent zoom function.



Shotgun

When accuracy isn't that important, the sheer room-clearing power of this weapon is an absolute must! Fires single or double blasts.



Sniper Rifle

An incredibly powerful long-range weapon, the sniper rifle lets you zoom in close on targets that are just a dot on the horizon.



Rocket Launcher

This compact missile launcher requires reloading after each shot. Utilises a variation of the CMP150's lock-on system for accurate aiming.



Crossbow

This fires a non-lethal sedative which can remove innocent but armed parties from the picture. Secondary mode gives an instant kill.



Wrist-mounted laser

Similar to, but more useful than the watch laser in *Goldeneye*, this weapon fires brief long-range blasts or a perpetual short range beam.



Timed Mines

Fairly self-explanatory, the timed mines explode a short time after being dropped. Secondary mode the same as the K7's threat detector.



Remote Mines

The most up-to-date remotely-detonated mine, this explosive's detonation command is issued via the secondary mode.



The Cast...

There are many colourful characters in *Perfect Dark*, some working for the good of the free world (hurrah!) and others with their own rather less benevolent agendas. Here's a brief overview...



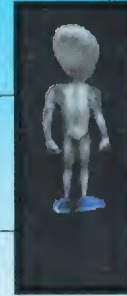
◀ **Joanna Dark**
Code-name 'Perfect', Joanna is the newest operative of the Carrington Institute, but shows great promise

▶ **Daniel Carrington**
Scientist, entrepreneur and Joanna's boss. Founded the Carrington Institute and does a mean Sean Connery impression!



◀ **Jonathan**
The Carrington Institute's most experienced agent. You can expect to run into him during the course of your missions.

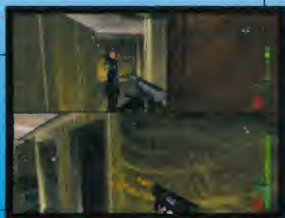
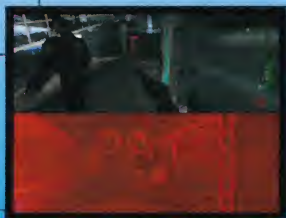
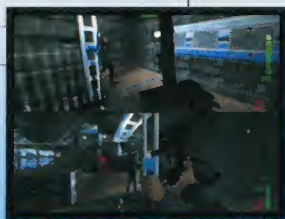
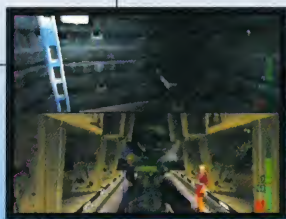
▶ **Dr Carol**
Self-aware artificial intelligence created by the dataDyne Corp. Disagrees with dataDyne's evil plans.



mundane levels! It's not giving any secrets away to tell you that those popular aliens the Greys play an important part in the plot. What you may not know though is that the Greys aren't the only alien race that you run into...

Classified: Counter-Ops

Okay... let's assume that you manage to finish *Perfect Dark* on Agent setting. Then you finish it on Special Agent setting. And then you triumph on Perfect Agent setting. You've finished all the challenges. You've even completed the bonus levels. What's left to do? Once we'd finished *Goldeneye* the entire office contented themselves with month upon month of deathmatch games and of course that's an option with *Perfect Dark*. But there's also another option: counter-operations. This is where you play the solo missions with a friend, but this time player one takes the role of the good guys and player two assumes the role of the bad guys. This means that player two has control of one of the 'enemy' and once killed jumps *Matrix*-style into the body of another bad guy and then another... and so on. While this is a little one-sided on Agent level because the enemy guards can only take a shot or two before they die on Perfect Agent it makes for a fantastic challenge and guarantees almost limitless replay value. Oh... and in case you were wondering, you can't just play through the whole game in counter-op mode – missions can only be opened solo or co-operatively (just in case the enemy player feels like defecting!)



Perfect Plot

The AI of the bad-guys has been improved dramatically over those that you faced in *Goldeneye*. Not that the AI in the Bond game was bad by any means but sometimes you just felt like the enemy were kind of setting themselves up to be shot down. Obviously on the easiest setting the guards in *Perfect Dark* still aren't that bright but having said that the game still isn't easy! Another thing that's changed is the intelligence that's required from you: the player.

With *Goldeneye*, aside from the missions where you had to safeguard hostages or protect the odd scientist, for most of the game you could pretty much operate on the theory that if it moved, you should shoot it. That method of play won't get you very far in *Perfect Dark* though! To begin with there are many more non-combatants in this game – be they scientists, simple lab technicians or even just civilians wandering the streets. This seems fair enough right? If they've not got guns: don't shoot 'em – if they have got guns: shoot 'em! Okay? Except that it's not okay. Several of the missions in the game send you into places where the guards on duty are the good guys too. After all, just because some evil megalomaniac rents some space on the fiftieth floor of an office block that doesn't make the night security guards who get paid minimum wage to patrol the building evil, does it? Some objectives even require you to enter friendly government installations where the guards are working for the same people as you but they don't know that and you're not allowed to tell them. Now if you went around 'offing' the guys and girls on your own side, what kind of heroic secret agent would you be then?

Perfect Multiplayer

So stealth is the name of the game in *Perfect Dark*. Joanna can knock people out with her unarmed combat skills (which unlike the *Goldeneye* slap don't actually kill them). She can use her special abilities to disarm hostile

guards. And she also has a number of non-lethal weapons with which to subdue those pesky but really quite genuinely 'nice-once-you-get-to-know-them' armed opponents. It can be quite frustrating sometimes when you've got half-a-dozen heavily armed troops trying their level best to blow you away and you're under orders not to harm them – but that's the life of a top secret agent for you!

Quite simply: the one-player game is fantastic. To be honest we were just hoping that Rare could take the concept of *Goldeneye* and not ruin it. What they've done is take the original game and improve absolutely every little detail that they could. It's almost as if they sat in on the millions of *Goldeneye* game sessions that must have taken place all over the world in the last few years and made notes every time some over-excited gamer said "Hey, wouldn't it be cool if..." What you've got in *Perfect Dark* is basically the best game that is ever going to come out for the N64. Oh, so there's a new Bond game on the way and another *Zelda* title but if they can even come anywhere close to holding a candle to this one... well we'll be very surprised indeed!

And that's just looking at the one-player game alone. Did we mention the co-operative mode? Yes, it's true, you and a friend really can play through the game together, backing each other up, shouting 'cover me, I'm going in' and other such macho action-hero terms over the fantastic split-screen action with seemingly no loss of game speed. The great thing is that you can unlock later stages in either co-op or one-player mode too, so if you wanted you'd never actually have to play the game alone. And of course it doesn't end there!

Perfect Concept

Do you have one of those friends who's a little bit twisted? Just ever so slightly deviant? You know the kind – they manifest themselves by mentioning during action movies that it'd be nice if maybe the bad guys came out on top

◀ Elvis

A 'Grey' alien, member of the benevolent Maian race that has been curiously watching Earth for many centuries.

▶ Mr Blonde

A mysterious man working with Cassandra De Vries who has something in common with Elvis...



◀ Cassandra De Vries

The ruthless, unscrupulous head of the dataDyne corporation. Will stop at nothing in her quest for power.

▶ The US President

A highly educated African-American who is scrupulously honest but surrounded by people who may not be.



◀ Trent Easton

Head of the NSA and advisor to the President, Easton has an alliance of sorts with Cassandra De Vries.



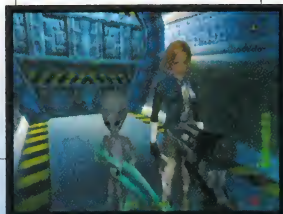
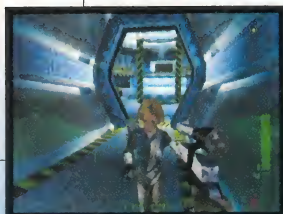
Quite simply: the one-player game is fantastic!



▲ This rather nice man wants to give you an injection. He looks like a doctor, so surely that's a good thing, isn't it?

Need A Friend?

Okay... so you've got your N64. You've got your copy of *Perfect Dark*. You've even got more than one joypad. One problem: you've got no-one to play with you! Now, we're not suggesting that you don't have any friends here, maybe you've got loads of mates but they're all rubbish at videogames. Maybe you live somewhere isolated, like say a research base in the Arctic Circle. Whatever the reason: you haven't got a second pair of hands so you can't play *Perfect Dark* co-op mode, right? Wrong! Thanks to the all-important (and rather impressive) game AI, you can play co-operative with a bot as the back-up player! While obviously this isn't quite as much fun as having someone to exchange tips and encouragement (or more often insults) with in the room with you, it does mean that you can play the game full-screen and if you turn the lights out you could even pretend you're playing with a real-life person!

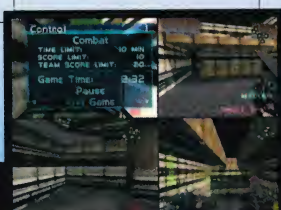


▲ The object of this mission is to rescue Daniel Carrington's friendly alien, Elvis. He can't walk so you've got to take his blobed with you!



Let The Deathmatch Commence!

Considering that in *Goldeneye* the deathmatch mode was apparently something of an afterthought, it certainly proved worthwhile. So you'll be pleased to know that *Perfect Dark* has just as many deathmatch arenas and even more modes of play! There's the standard 'kill your mates' mode, where you can set custom game limits (time, number of kills, etc) only this time you can also have up to eight bots in the field at the same time. Then of course there's team mode where any combination of players and bots can team up against one another (two vs two with four bots each, three humans and eight bots against one player... you get the idea). Then there's a 'capture the flag'-style game where each team must try and get possession of the other team's briefcase while retaining hold of their own. There's also an uplink game where you must break into the other team's computer and a 'king of the hill' game where the player who manages to occupy a certain area on their own for the longest wins... basically, there are enough combinations of multiplayer games to keep you going pretty much indefinitely. Who cares that the release of the Dolphin has been put back? We've got *Perfect Dark*!



▲ The guard being shot at is wearing one of the shields that you can collect during the game. These last for a limited period and resemble the blade shield from the sci-fi movie *Dune*.

I Spy With My Little Robot...

Joanna Dark being a futuristic secret agent that she is she's obviously got a lot of gadgets up her sleeve. This is just one of them:



Upon trying to enter the next room Joanna's vision starts to blur - she's being affected by radiation!



Accessing her quick-select menu, our heroine activates one of her many mission-specific gadgets...



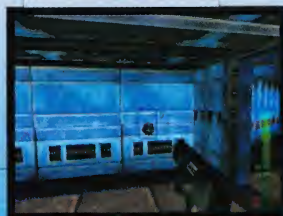
This one being the miniature robotic device called the 'Camspy'.



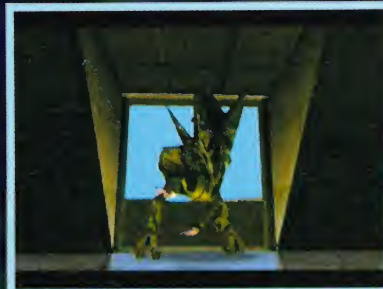
Rather usefully, the Camspy is impervious to radiation!



So it's now just a simple task to send the little device in to take the photograph Joanna came for.



Then all that remains is to return it to the room where Joanna is waiting, deactivate it and collect it!



▲ This is one of the single-player deathmatches. Somewhere around here is a bot with a rocket launcher.



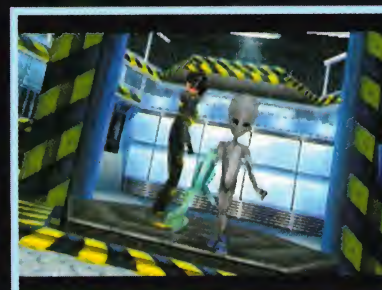
▲ Ugh... my head! Knew I shouldn't have had that last Tequila Slammer at the *Perfect Dark* launch party last night...



▲ As she moves through the missions Joanna gets a succession of groovy-looking outfits like this rather sporty ensemble!



▲ This is one of the members of the evil Skedar race. The 'Grey' Maian's are working for the good of humanity - these guys aren't!



Automated Enemies

Remember the automatic miniguns from *Goldeneye*? Well, they're back in force for *Perfect Dark*! As before, they're usually positioned somewhere fairly innocuous waiting to ambush unwary agents who don't keep their wits about them. The best way to deal with them is to stay out of their range and blast them with a weapon that has a zoom – the bad news is that on the more difficult game settings the range of the guns increases! Oh... and there are now mobile AI versions of these guns which follow you about!



once in a while and have an annoying tendency to 'accidentally' shoot you in the back when you're playing any kind of

two-player co-operative game. Well now you can put their slightly warped qualities to

good use, because as well as a two-player co-operative mode *Perfect Dark* also offers you a two-player counter-operative mode. Here one of you plays the heroic secret agent and the other takes on the role of dataDyne lackey.

Starting in the body of one of the guards, our would-be evil-doer then gets to pit his or her wits against you as you take on any of the missions that you've unlocked. Each time the character that the 'evil' player is controlling gets killed control simply switches to the next available bad-guy and combat continues. What a fabulous idea! The only catch is that you can't unlock new missions when playing in this mode – Rare obviously don't trust their audience of dedicated gamers not to cheat!

Did we mention the co-operative mode?



The co-op and counter-operative modes ensure that the main mission-based section of *Perfect Dark* retains great replay value, particularly when you add the fact that there are a number of hidden bonus missions once you've finished the game and other little details too. Some levels for instance give you a 'buddy' to aid you on your mission even when playing in solo mode and although the first time around you only get one buddy, once you've finished you unlock new characters who can then be called upon when you play through again.

Perfect Characters

Now... what really made *Goldeneye* such a success was the incredibly addictive multiplayer mode. So what, you may be asking, could Rare have done to improve on that? Well the first thing they've done is to add a variety of different multiplayer games. Check the deathmatch boxout for more details. They've also tweaked a lot of the elements from the *Goldeneye* deathmatch mode. Time and kill limits are now totally customisable. As is your choice of weapons. This is fantastic news if you're one of those *Goldeneye* gamers who used to whinge about playing with – for instance – proximity mines. Choose from a wide range of pre-selected weapon sets or make up your own set as you see fit. When playing in team games one of the things that used to be a bit of a pain was working out whether that figure in the distance was on your side or not – sure the radar showed you what colour they were but who ever actually played with the radar on once they'd enabled the cheat to deactivate it?

The Lost Art Of Negotiation

This level begins with a problem; Daniel Carrington has been captured and the negotiator that the Institute sent in to try and get him his freedom is about to be executed! Luckily, the Institute also dropped Joanna on a nearby hill and so now she's got to take out the two dataDyne guards before they can fire...



If you're quick enough on the draw then the would-be negotiator immediately legs it to freedom.

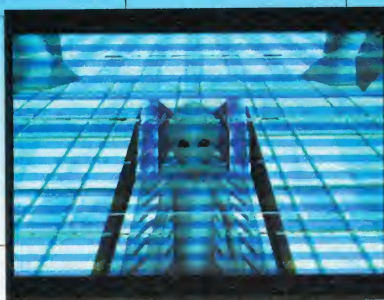


But take too long and the guards open fire and your mission is over before it has even begun!

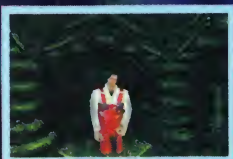


Exclusive: Alien Autopsy On Video!

Remember an item in the news a while back about an apparent alien autopsy video which had supposedly been discovered by some journalist or other? Well it was all true! Your briefing for one of the missions includes this grainy video footage of dataDyne scientists preparing nothing short of a Grey alien for an autopsy. And no ordinary Grey either! This one is called Elvis and has been communicating with the Carrington Institute for quite some time – so it's up to Joanna to rescue him!



► No it's not a clip from *Alien Resurrection*. This is from one of the levels where Joanna takes the battle to the Skedar!



No problem picking out who is on who's side this time though, because each player's character appears on screen in the colour of whatever team they are on! Okay, so it's a little less realistic but it's a hell of a lot easier not to blast your best mate by mistake!

Perfect Weapons

And then of course there are the bots. You can add up to eight of these to a game and they can really liven things up. Bots come in all shapes and abilities too – there are those who are deadly killing machines, there are 'revenge' bots who only go after players that attack them and there are even 'pacifist' bots who would like for us all just to get along and so run around collecting as many weapons as possible but don't use them! This means if a friend of yours is rubbish at the game, not only can you now increase his or her health, you can also give 'em a few bots to lend a hand!

The number of different play variations that the multiplayer games offer is practically endless and of course there's always the option to play deathmatch solo against just bot players. While this might not sound that great to some people it means you can play deathmatch full-screen (just like PC-owners do online only without the huge phone bill!) and it also gives you the chance to learn the deathmatch arenas and hone your fighting skills – which is incredibly helpful for both beginners and pros alike!

Perfect Dark is an absolutely fantastic game and like *Goldeneye* it's a title which more than justifies the purchase of an N64 all on its own. If this game doesn't boost sales of the machine then you may as well give up now Nintendo because nothing will! While this whole review so far has basically sounded like an advertisement for Rare it's a simple fact that it's incredibly difficult to find something bad to say about the game! Obviously there's the removal of the face-mapping feature as result of the 'my-kid-owns-four-guns-has-no-discipline-at-home-and-is-basically-a-right-little-git-but-nevertheless-videogames-are-to-blame-for-him-shooting-his-school-friends' mentality that seems to exist in the US at the moment. Okay, it would have been nice, but at the end of the day it was a novelty and the game is no worse (really) without it. Probably the only criticism we could really make is that

due to the amount of stuff that has been crammed into this game, without the expansion pak you can't play the deathmatch games with more than two-players and you can't run the one-player game at all! However on the flip side of this argument, you can say that Rare should be praised for actually making good use of the expansion pak – as opposed to the usual 'look, the graphics are slightly better with it' that we get with most other games. Plus there's the fact that by now most gamers are going to own an expansion pak anyway – one of the big criticisms of *Donkey Kong 64* after all was that you couldn't buy it *without* the pak! And finally, if you don't have an expansion pak by now then this game more than warrants buying one!

Just Perfect!

Yes, there have been delays in the release of *Perfect Dark* and yes, the N64 is reaching the end of its life. But the fact remains: *Perfect Dark* is the game that your N64 was invented for. Forget about buying a Dreamcast, a PlayStation2 or even a Dolphin at this point – by the time you tire of playing *Perfect Dark* we'll all be



looking at the forthcoming 'next generation' machines as antiques! Rare have done it again! ■

It's incredibly difficult to find something bad to say about the game!

Perfectly At Home In The Dark...

At the beginning of the second level Joanna hits a problem – she's deep in enemy territory and they've just turned out all the lights!

Fortunately, her inventory happens to hold a handy pair of night vision goggles. With these all the bad guys show up bright green – now it's time to turn their lights out for good!



2nd opinion

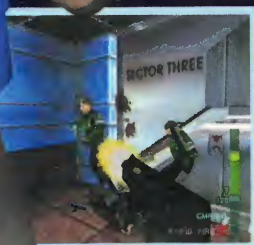
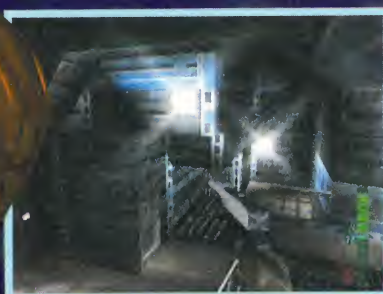
It's been a long time coming and was it worth the wait? Hell yes! This is not only an intensely fun game to play but there is so much to do that it's difficult to see how they got it all on the cart. Definitive proof that Rare are truly the lords of black magic! **MIKE RICHARDSON**

Rating



Be Nice To Bots!

When the 64 MAGAZINE team first spotted this little cleaning bot the first thing we tried to do was kill it (because we're like that!) However, we're rather rubbish shots and so we missed. This was fortunate because this little bot is the only way to get past the particularly nasty lasers which you find blocking this corridor. In other parts of the game cleaning bots sometimes lead you to secret passages which can be short-cuts or entrances to hidden areas. So the moral is: be nice to them!



Sniper!

Forget the feeble thing we had to use in *Goldeneye* – the sniper rifle in this game is just fantastic!



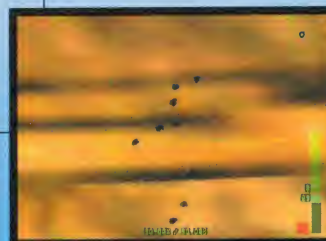
On this level the guard is situated on a roof way off in the distance. From here we can hardly see him!



But using the superb zoom facility built-in to the rifle we can move in so he seems close enough to touch.



Then all it needs is to take careful aim – we've plenty of time because this guy has no idea we're even here.



And blam! No more problems from at least one member of the dataDyne security force!



PERFECT DARK

REVIEWS

64
MAGAZINE

64 Bottom Line Controls



L: Aim

R: Aim

B: Reload/Use

A: Change weapon/Quick select menu

C Up: Look up • C Down: Look down • C Left: Look left • C Right: Look right

D-Pad: As C Buttons

Z: Fire weapon

Alternatives

Goldeneye: Rare
Reviewed: Issue 5, 95%
Quake II: Activision
Reviewed: Issue 30, 93%

Rating

Graphics



Audio



Gameplay



Challenge



Overall



99

Soundbite

Quite simply: the game that your N64 was created for!

43



64 Magazine Issue 39 2000



▲ This banana tree is the prime opportunity to throw a tantrum and beat the ground – the tremors knock the fruits to the floor.



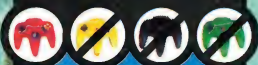
▲ Always one to show off, Tarzan demonstrates the strength of his muscles to his mates on the jungle floor below.



▲ If there's one thing you should never do, it's tell an elephant that he's got a funny nose, he's bigger than you and he's got mates!

Ninfo

PLAYERS



EXPANSION PAK



RUMBLE PAK



Publisher	Activision
Developer	Disney Interactive
Game Type:	Platform
Origin:	US
Release:	21 April
Price:	£39.99



\$64,000 Question

- ⊕ Great bonus levels
- ⊕ Superb graphics
- ⊕ Disney quality animation
- ⊕ Sounds from the film
- ⊖ Plays like an old platformer
- ⊖ A little too difficult for the kids





Rumble In the Jungle

The first boss Tarzan comes up against is the evil cat Saber who intends to make a steak meal out of our hero. Fortunately for you, there's a handy pointy stick to sort him out with.



Tarzan

The king of the swingers.

Watch Out for That Tree

On one of the levels Tarzan hops onto an elephant, ready to storm through the forest and save Jane. The elephant may be able to smash through trees but Tarzan seems to have a bit of a problem with it!



Memory Options

MEMORY:
N/A
CONTROLLER PAK:
Saves game progress

Supplied by:
Control Zone

Contact info:
01590 677144

So let's get this straight from the start: *Tarzan* is a kids' platform game tied in with a family Disney movie, based on one of the most famous bedtime stories for children of all time. So why is it then that in this game you have to slaughter hundreds of cute-looking innocent animals? You're walking through the first level only to be confronted by a monkey who clearly just wants to fool around and play a little. Instead of playing you have to throw hardened fruits at him and stab the unfortunate critter with knives!

Thankfully when you do commit the evil crime of murder-one on anything in *Tarzan* the creatures disappear in a friendly ball of coloured smoke. The only thing that dies in this game is Tarzan and if this does happen it's be entirely your own fault because the controls are as simple and as smooth as they come. The game may appear to be in three gorgeous dimensions but when playing you can only move in two directions: left or right.

Playing the Ape

At times you may be moving into or out of the screen across branches and through treetops but you still only have

lot easier to play and makes for some stunning graphical effects. You could be running along the ground to the right of the screen one-minute and the next sliding along a branch into the screen itself. The camera pans seamlessly, making you feel as if you really are in a Disney movie! One especially impressive scene on the early levels comes when you dive from a cliff top into the water below.

As if the bright vibrant colours and the cartoon styling weren't enough, the levels themselves are littered with small touches to make you smile. The jungle is alive with birds and beasts and the backdrop of foliage is crawling with creatures. You find brightly coloured flocking birds move around you as you swing from vine to vine and jump between the platforms.

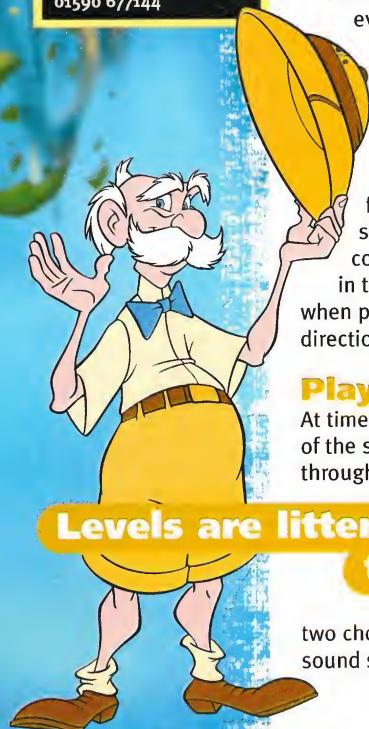
Beating Chests

To immerse you even further in the amazing world of Disney the game includes speech taken directly from the film itself. There isn't exactly an extensive library here, but it rarely becomes so annoying or repetitive that you want to turn the sound off altogether. In addition, this being a Disney game the high quality of animation goes without saying – Tarzan, Terk and all the other characters look absolutely superb.

Levels are littered with small touches to make you smile...

two choices of direction. This may sound simple but it makes the game a

One of the best things about *Tarzan* is the fact that throughout the game you





Flying High

A bonus coin collecting level in the game throws Tarzan onto a huge bird. With a quick tap of the A button Tarzan forces it to fly over whatever obstacles get in the way. Surely this must be animal cruelty – it's a good job the RSPCA didn't see this game!



Surfing USA

On some of the more fun levels you get to experience an all-new extreme sport – tree surfing. After applying a small amount of grease to his feet, Tarzan jumps onto the nearest downward facing branch, before disappearing in a blur of loincloth and fleeing animals!



▲ You never want to play games with me, you're always rolling in the dirt and eating food all day – honestly you're such a boar!

▼ Climbing up trees is unfortunately not always allowed, perhaps some trees have special sticky surfaces or something!

▲ The original ending, not played at the cinema, showed Tarzan committing suicide, stricken with grief at failing to save Jane.



get to play as not only the lord of the jungle himself, but as Jane and Terk the ape as well. This really does help to break up a game that could otherwise be fairly monotonous. It's not that swinging through trees and sliding

they are known, involve you running for your life as a herd of large scared animals try to turn you into pancakes. The amount of adrenaline these levels can generate is unbelievable. Picture a herd of elephants chasing you down at high speed, knocking down trees and everything else

they come across flying into the screen

as they go and you've got the idea. Unfortunately, despite the fact that these levels are great fun, they're a tad difficult because you just have no idea of what lies ahead. The monkey chase in particular is a nightmare because of the huge gaping holes in the ground that appear out of nowhere.

should be a kids' game it can be very unforgiving at times. If anything it is almost a little too difficult – you don't get a very generous amount of lives and you get no continues! Although this ensures the game provides a challenge, you can't help but feel it may isolate the game's younger audience. Having said that the controls are fairly simple and if you wanted to, you could play through most of the game using just the A and B buttons.

Tarzan isn't up to the standards of *Mario* or *Donkey Kong*, but then it would have been unreasonable to expect that. *Tarzan's* gameplay is completely different to those classics. However, if you like your platform games simple yet fun then you can't go too far wrong with this barnstormer. Why not unleash your animal instincts and give *Tarzan* a try? Just remember that no animals were harmed during the making of this game. ■

The amount of adrenaline these levels can generate is unbelievable...

along logs whilst trying to save the girl isn't fun, but this is after all essentially a 2-D platform game that has had some nice make-up applied with a shovel.

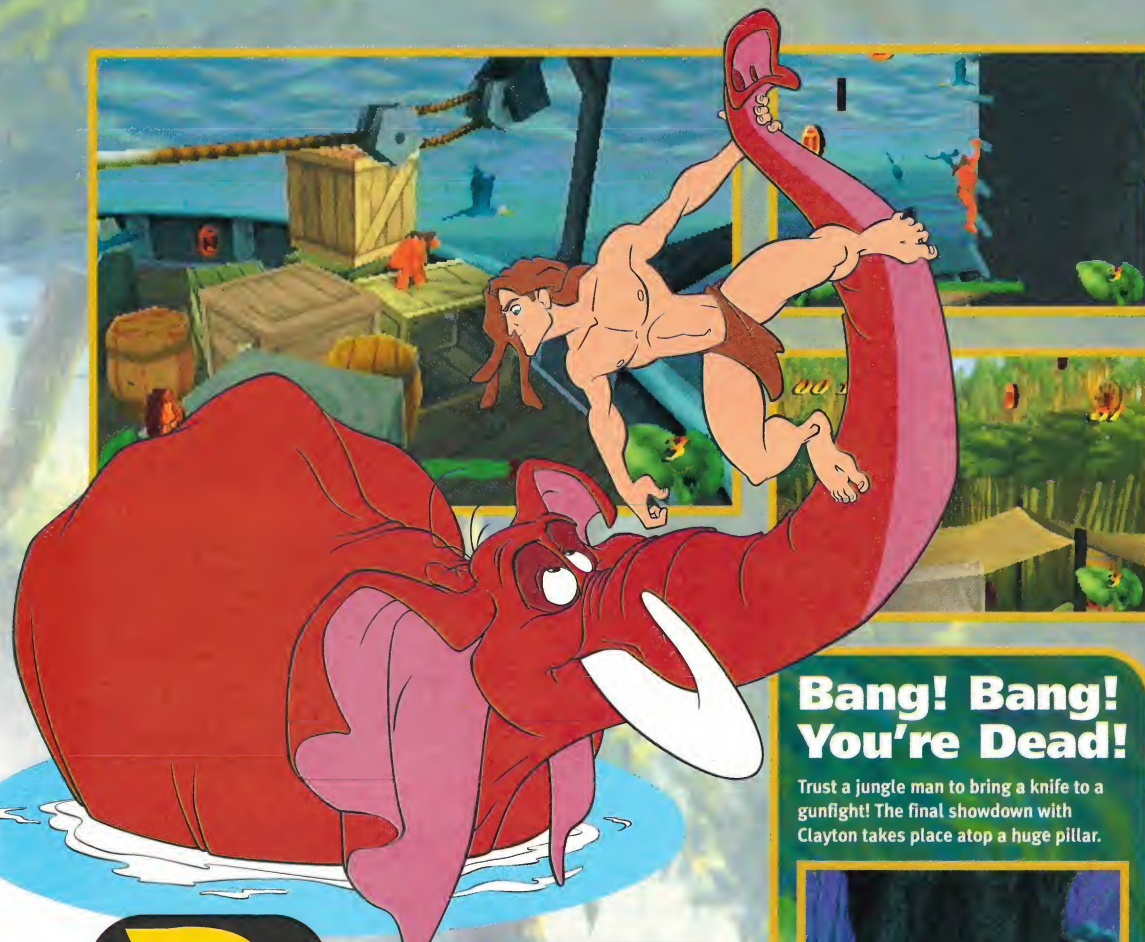
Luckily, someone at Disney Interactive has realised this because this game literally oozes with variety.

Scratching Armpits

As well as the side scrolling levels that make up the bulk of the game, you get a few levels that take place running into the screen. These 'stampede' levels as

Peeling Bananas

The difficulty level in *Tarzan* has to be one of the most confusing things about the game. Despite the fact that it



2nd opinion

After *A Bug's Life* and *Toy Story 2* it's nice to see a Disney game that's not a 3-D adventure! *Tarzan* is a tremendously enjoyable – albeit not too mentally taxing – game with fantastic graphics and some excellent sound. A top game to go with a top film!

Rating



▲ The characters put their differences behind them and meet for a good-old knees up.

Bang! Bang! You're Dead!

Trust a jungle man to bring a knife to a gunfight! The final showdown with Clayton takes place atop a huge pillar.



Before you can fight you have to outrun the evil man to the top of the pillar.



Hang on a second, that man's got an elephant gun, ducking won't help you any!



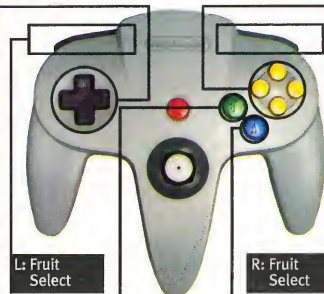
A few seconds later and a so-called hero is lying on the floor in a twisted heap!

TARZAN

REVIEWS

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MAGAZINE

64 Bottom Line Controls



L: Fruit Select

R: Fruit Select

B: High Throw

A: Jump

C Up: Swipe • C Down: Low throw • C Left: Stab • C Right: Stab

D-Pad: Move Character

Z: Ground Pound

Alternatives

Donkey Kong 64: Nintendo

Reviewed: Issue 34, 93%

Gex 3 Deep Cover Gecko: Crave

Reviewed: Issue 33, 73%

Rating

Graphics



Audio



Gameplay



Challenge



Overall



85

Soundbite

A fun platform game with lots of intelligent touches.



Grown men in severe pain – it must be Track and Field!



Memory Options

MEMORY:
N/A
CONTROLLER PAK:
Saves best times



\$64,000 Question

- ⊕ As fun as the original
- ⊕ Lots of events
- ⊕ Great multiplayer
- ⊕ Gives a real feeling of achievement
- ⊖ Exhausting
- ⊖ Extremely exhausting!

The second this little baby landed in the office, everyone old enough not to know better stampeded across to watch an arcade classic reborn. It really was quite scary, surely even the Pied Piper didn't have this high a success rate! As far as gameplay goes those of you who played the original *Track and Field* or other classic athletics games like *Daley Thompson's Decathlon* will know exactly what to expect. If you don't know these games it doesn't matter, because you're still in for the treat of your life!

Sweating Palms

One of the most annoying things about old games being given a modern day make-over is that you often lose the playability which made the original a classic. Well this definitely isn't the case with *International Track and Field: Summer Games*. Konami have not only done the older fans proud, but this game is bound to create a whole new generation of videogame athletes. For those who may be a little confused, *ITF: Summer Games* basically involves rattling two buttons continuously to get your

This may all sound very basic, but it's the simplicity which makes *Track and Field* a superbly fun game to play. The three button gameplay means that all of your concentration can be focussed on one thing – getting first place! There is an immense feeling of satisfaction when you do manage to get first, or if you're good enough, even a new world record. The game's best times are all based on real-life world records, so if you do want to top *Track and Field's* greatest performances, you have to push yourself to almost insane limits! This may only be a computer game but the stress and the sheer exercise is almost as good as the real thing!

Red Faces

The only way to describe the feeling of constantly hammering the buttons is painful and exhausting – but this is a good thing! Fair enough, the game may transform healthy grown men into red faced sweat-producing machines, but the exertion does help provide a link with your on-screen alter ego. After a couple of hours of playing this game your fingers become numbed beyond belief but the odd thing is, you still want more! *International Track and Field* is as addictive as they come, and



You're guaranteed a true graphical treat...

athlete's speed up. A third button then acts as the action button – for example jumping on the hurdles, releasing the javelin or lifting up some weights.

not just in multiplayer mode either.

This game really does bring out the competitive 'I'm better than you' side in everyone who plays it. When playing in

▲ If only I could hit that annoying linesman, a bit more to the left last time and I'm sure I'd be lying on the floor now!

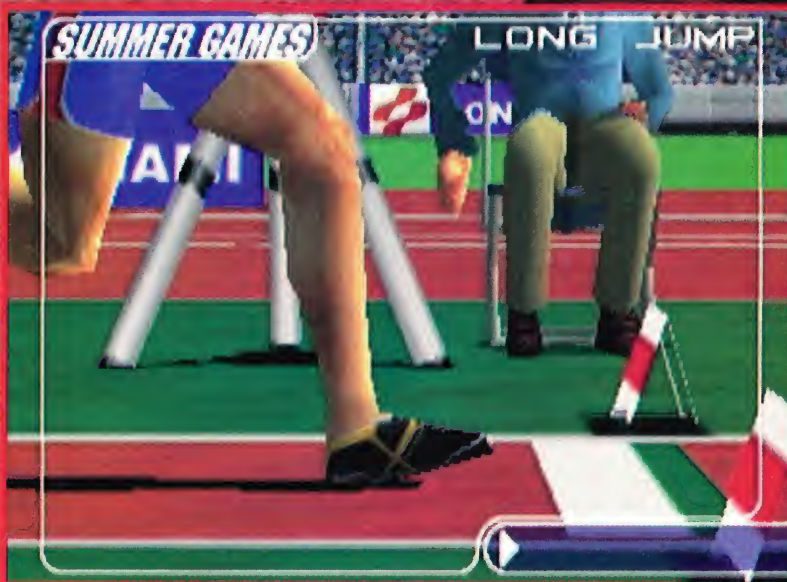
International Summer Games



Run Back In Time

Many a person in our offices has spent far too many pennies in the arcade playing the original game. Worryingly, it's still just as addictive today as it was many moons ago! The die-hard gamers in the office still play it on their emulators!

▼ A replay after each attempt in the long jump shows just how close your foot came to the board, some room for improvement here.



Ninfo

PLAYERS



EXPANSION PAK



RUMBLE PAK



Publisher: Konami
Developer: Konami
Game Type: Sports
Origin: US
Release: May
Price: £39.99

Track And Field:



▲ One of the more difficult games in *Track and Field* the hurdles requires perfect rhythm timing as well as constant rattling.



No Pain, No Game

The weightlifting event has to be one of the most difficult games in *Track and Field*. Before you can even lift the weight you have to rattle the buttons loads, then you have to start hitting the buttons all over again to lift it above your head. Finally, you have to keep up the pressure to hold it above your head for three seconds. To make matters worse a strength meter is constantly ticking down! Pausing mid-game to give your hands a rest is definitely recommended!



one-player, it's all very well to pause the game halfway through a race to give

can play either the individual events or battle through an entire championship.

It's the simplicity which makes it a superbly fun game to play...

your fingers a rest, but in multiplayer you have to cane it all the way. This is especially amusing when you get four people crowded around a TV all refusing to give in to the pain! In four-player you

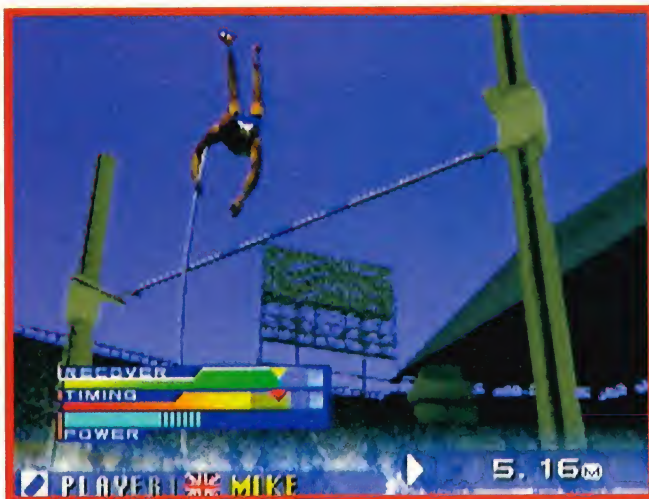
The best thing about this game though is that – because it is easy to play – literally anyone can just

pick it up and have a go.

Bleeding Thumbs

For your sadistic pleasure in *Track and Field: Summer Games* you get ten

events to start with and an additional four events once you've achieved decent scores. The initial events are the 100m dash, long jump, hammer throw, pole vault, 110m hurdles, 100m freestyle swimming, high jump, weight lifting, horizontal bar and javelin. Suffice to say, there are loads of different games to master and all of them require different techniques, which provides a little variety. The Horizontal Bar for example is more a



▲ This is what happens to any 'inferior' athletes, impaled for everyone to see on the end of a long sharp stick.



► There are some stunning effects in this game, like when the camera follows you underwater on the freestyle event.



▲ Now this could be painful, it doesn't matter if you are a highly trained athlete or not, this has got to bring tears to the eyes!

▼ The intense hundred metres sprint is about one thing and one thing only, just how fast you can press those buttons!



test of reflexes then how fast you can rattle the buttons. When swinging on the horizontal bar you have to tap Z to stop a speeding marker on a line, then you must follow the on-screen commands with the stick – it's similar to dancing games like *Bust-A-Groove* on the PlayStation. There's also the hammer throw game, where you have to continually spin the stick 360 degrees to get your athlete's speed and power levels up.

Broken Fingers

Whichever event you play you're guaranteed a true graphical treat, if that is you ever get the chance to take your eyes off the constantly changing bars at the bottom of the screen! This game does look truly amazing in all three dimensions. The 100-metre freestyle swimming event in particular shows off the graphics no end. Especially when the camera dips under the water to follow the swimmers as they dive in off

More Than Meets The Eye

Once you've got gold in all the events that you start the game with, you open up four brand new events to play around with and damage those fingers a little more.



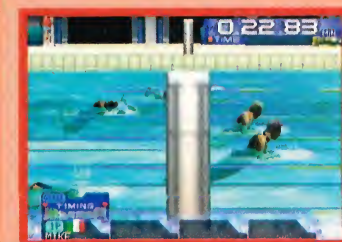
Vault

Similar to the horizontal bar this game is a dance style 'follow the buttons on screen' game, but this time over the classic horse box.



Trap Shooting

What computer game would be complete without a shooting section? Hit the clay pigeons as they fly by to rack up points.



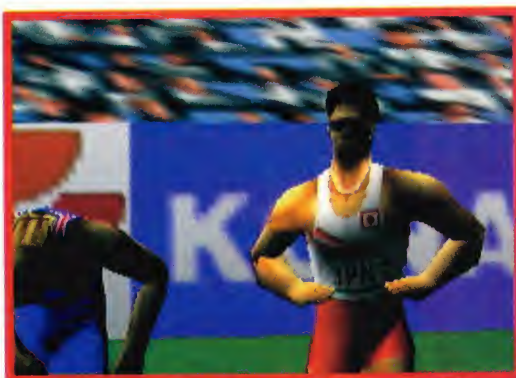
Breast Stroke

Like the freestyle swimming this is two lengths in the water but this time round it's breast stroke – no innuendoes now please!

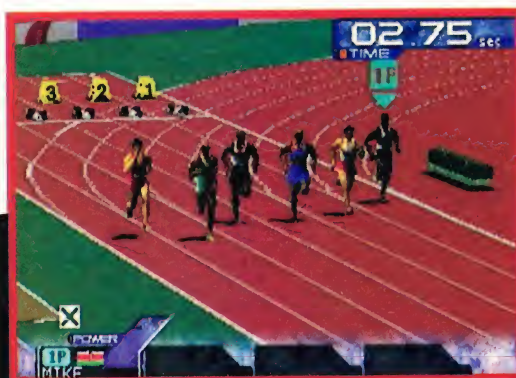


Triple Jump

The classic game of timing and speed, this kangaroo leaping event has always been a favourite of Track and Field fans.

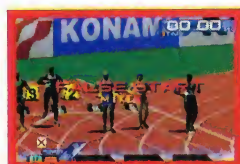


▲ For the complete cool look some of the athletes in the game go for designer sunglasses – obviously makes them more aerodynamic!



the blocks and also when they change direction at the end of the first length. The only slight drawback to this stunning visual appeal is that the 3-D graphics can make judging when to press buttons a little more difficult than it was in the original game. The javelin throw in particular is very difficult to gauge. However, once you get used to it all, it does become second nature and – dare we say it – makes this game a lot more fun to play than the original!

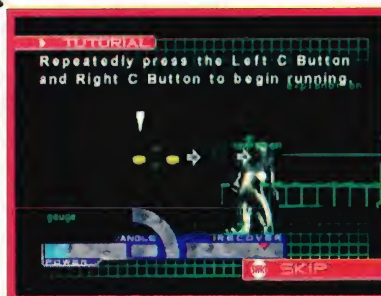
If you don't get the chance to admire the graphics first time around there are always the fantastic replays which let you watch every second of glory and disaster. Snazzy camera angles, slow motion, close ups and some excellent blur effects make them a delight to watch. The replays also help in that they provide some invaluable information on where you went wrong and can help with your timing. In fact with the great graphics, more than watchable replays, realistic times and an authentic-sounding announcer you couldn't get much closer to a real Olympic event! *International Track and Field: Summer Games* is more than you could hope for and is superb fun to play in both single and multiplayer modes. Hell, if you're lazy gamers like us on 64 MAGAZINE then you could even class it as exercise! Let's just hope that a 'Winter Games' version is in the works! ■



2nd opinion

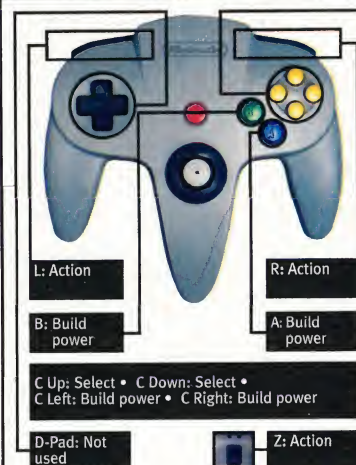
Playing *International Track and Field* brings back so many memories! Cramped hands, blistered fingers... ah those were the days! If you want a top-notch sports game that's fantastic fun to play with friends then you can't do much better than this! **ROY KIMBER**

Rating



▲ Before each event you get an instruction screen telling you what to do, it doesn't tell you how to cope with the pain though!

64 Bottom Line Controls



Alternatives

Nagano Winter Olympics: Konami
Reviewed: Issue 10, 65%
Mario Party: Nintendo
Reviewed: Issue 24, 80%

Rating

Graphics



Audio



Gameplay



Challenge



Overall

90

Soundbite

More exhausting than real athletics and ten times as exciting!



Give this one a try – it may surprise you!



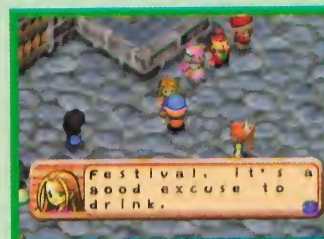
▲ Paying a compliment to your chosen piece of totty is always a good thing, unless of course you've got your eye on another girl!



▲ These villagers sure do have strange tastes. When was the last time you sat back and enjoyed a pack of tasty pickled flowers!

Go On... Try It!

Talk about peer pressure – all the folk in this game are devout followers of the evil substance that is alcohol!



Don't you get the feeling that the villagers would use any excuse to drink? Oh sure: first it's just festivals but then what?



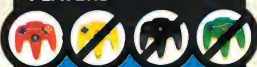
There's obviously a lean towards drinking the harder stuff here, spirits and wine are never cheaper than beer.



When the villagers aren't drinking they're thinking up new recipes for making alcohol – it's all a big conspiracy!

Ninfo

PLAYERS



EXPANSION PAK



RUMBLE PAK



Publisher: Natsume
Developer: Toybox
Game Type: Simulation
Origin: US
Release: Import
Price: £54.99 (as given by importer)



Harvest Moon 64

Fooling around in the haystacks.



Memory Options

MEMORY:
Holds four game saves
CONTROLLER PAK:
N/A

When you switch on your N64 it's usually to get away from work. Well farming simulator *Harvest Moon* is about to change all that! Someone out there obviously thought that creating a simulation of real-life farming was a pretty good idea – the worrying thing is that they might just be right! It may be all too much like hard work but this game can make growing cabbages seem as addictive as Hagen Das ice-cream!

At the beginning of the game you find yourself at your grandfather's funeral. Perhaps not the happiest of ways to start a game but it is pretty much the

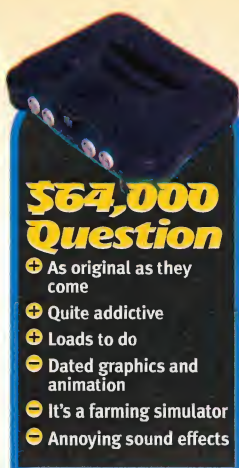
only part of the storyline that is fixed in *Harvest Moon*. From here on in you take charge of your grandfather's farm and you get to do anything you want – of course the idea though is to make the farm a prosperous one. The only way to achieve this momentous task is to assume control of the day to day routine of tending to the estate of crops, animals and buildings.

Clear The Land

Unfortunately for you, your grandfather has left the farm in a bit of a mess to say the least and you have to start more or less from scratch. You begin the game

with basic tools that need to be used to clear and plough the field before you can buy seeds to grow crops. The fun doesn't end when the seeds are planted (that's *fun?* – Roy) because, unless it rains in the game, you have to water the plants every single day. Add to this the numerous other tasks there are to do each day and your simple country life can get very complicated indeed!

To make things even worse days and nights go by so fast in *Harvest Moon* that it can sometimes be difficult to finish one task in a day let alone all of them. You can of course work into the night but you do need to sleep



\$64,000 Question

- ⊕ As original as they come
- ⊕ Quite addictive
- ⊕ Loads to do
- ⊖ Dated graphics and animation
- ⊖ It's a farming simulator
- ⊖ Annoying sound effects

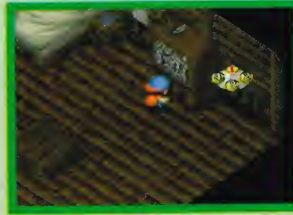
You're Such A Tool

When you begin the game you get a variety of tools which are invaluable for working the farm. Use them enough and they automatically upgrade. Take this watering can, to start with you can only water one square but give it a while and you can manage three at a time!



Square Eyes

The TV in your house provides an invaluable source of information. You get a weather, education, events and entertainment channel. Best of all though at night you get a test card and if there's a storm your aerial connection goes down giving you a lovely snow storm-filled screen. Notice how you can't get Channel Five though!



56



▲ Fail to feed and care for your animals and they will die – a moment of silence please if you will for our beloved chicken – KFC.



sometimes. This is where a strategy element comes in, because you need to plan your resources and time usage extremely well to get anywhere in this game. Spend all your time on the farm for example, and you never get to explore the village or the mountains beyond. The whole area is very small but there are loads of tasks just waiting for you to discover and more importantly: women to meet!

One of the most important tasks in the game (after maintaining your farm) is getting on the right side of your fellow villagers. In true modern day style this unfortunately involves having to marry one of the villager's daughters and having kids with her! At the start of the game you slowly meet each and every one of the daughters and to begin with you can afford to play the field a little (excuse the pun). Once you've chosen a girl you like, ply her with flowers and cake and she's yours!

Plough The Soil

Unfortunately things are a little more complicated than this because most of



▲ Perhaps this has lost a little of its meaning in the translation, either that or your farmer had a very fortuitous evening!

If you don't keep feeding and caring for your loveable animals they die, something we found out to our cost when our prize egg-laying chicken KFC became a notch in the village graveyard! (Oh the humour of being able to name things in a game!) Learning stuff like this the hard way is what *Harvest Moon* is all about and more often than not you won't realise you've done something wrong until it's far too late. You just have to make sure it doesn't happen on the next game!

One thing you really cannot afford to do is miss any of the village festivals. These range from horse and dog races to firefly ceremonies and vegetable competitions. Not only do they help to integrate you into village life but they can also help your farm. Imagine a flower festival girl blessing your crops! Best of all though, the festivals provide the prime opportunity to 'get the girl'. At the festivals you can invite your chosen Manga beauty to dance or you can be a little more devious by becoming a judge and voting for them at competitions.

Plant The Seeds

As well as the festival events there are loads of other mini games and that can draw your attention away from the job at hand. There are recipes to be found, treasure maps to be followed, house extensions to be built and so on. In fact the immense amount of things there are to do can really make the game seem like a chore at times. Though the 'simulation' is in a Japanese comic-style, the workload might be a little daunting to begin with.



The only saving grace of this exhausting workload is the fact that the whole area to explore is so small – which is what makes the large graphical flaws in this game so bizarre. Whilst walking around the small world you get horrendously bad clipping and pop-up at the edges of the screen. This is most noticeable when huge chunks of buildings disappear! This game may have been based on a SNES classic but, that doesn't mean it has to look like one!

Harvest The Crops

The animations are equally poor, with the absolutely minimum number of frames used for each action. This is something which might have been acceptable on a platform such as the SNES, but not on the N64! The fact of the matter is that you have to look at the same animations over and over again as you perform the same tasks each day. Smoother and more varied animations would have made watching the day to day tasks a hell of a lot less monotonous than it actually is.

One of the most annoying things about this game, and again something which could easily have been changed, is the sound. You don't exactly want super-realistic sounds on a cartoon

**It is good where it counts -
in the gameplay!**

Supplied by:
King Cat Entertainment
Contact info:
0208 7671101

the girls in the game have very precise tastes. If all this marriage nonsense seems a little too serious for you then be warned, it gets a lot worse than this!

64 Bottom
Line
Controls

Alternatives

Holy Magic Century Konami

Reviewed: Issue 21, 54%

Sim City 2000 Imagineer

Reviewed: Issue 12, 60%

Rating

Graphics



Audio



Gameplay



Challenge

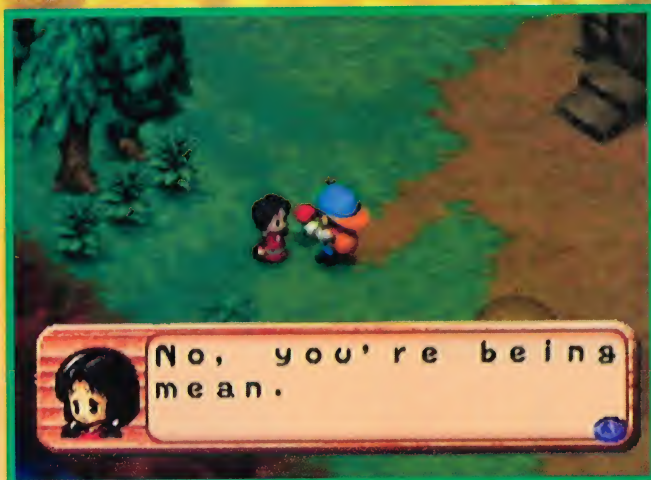


Overall

84%

Soundbite

A great game, even if it's a farming sim!



▲ Showing scary creepy-crawles to a villager is not the best of ways to make a friend in the game!



Girls, Girls and more Girls!

A big part of this game is landing a happy marriage with one of the many village girls



Obviously playing hard to get - this girl won't be an easy catch...



...but buy her a few presents and she'll start to warm to you...



...unfortunately things aren't going that well just yet!



▲ Once your farm starts to thrive and the money begins to roll in you can afford to populate your shed with animals.

oriented game but the entire 64 MAGAZINE team were ready to pull the plug on this one after the first hour! In particular the intensely repetitive morse-code style sound you get when the characters are talking caused more than one reviewer to reach for the aspirin.

Harvest Moon may be a little dated to look at, but it is good where it counts - in the gameplay. Unfortunately there is no guarantee at present that the game will ever be released on in this country more news as we get it) but if you've got an American N64 and you like simulation games then give this one a try - it may surprise you! ■

2nd opinion

Okay, I admit it. I sniggered when I heard that Harvest Moon was going to be a 'farming simulator'. But now that I've played it - well, it's not half bad! It looks nice (aside from the awful clipping) and any game that gives you your very own dog is fine in my book! **ROY KIMBER**

Rating



NBA In The Zone



▲ There are a whole range of replays available when your players perform an outstanding move. This dunk was sheer class!



Memory Options

MEMORY:
N/A
CONTROLLER PAK:
Stores game progress and high scores

▼ Take your time when coming forward with the ball. Make your other players move and then try to pick out the open player.



▼ Foul too many opposition players and you find yourself giving away free throws from the line. These are really difficult to defend.



▲ Jump up high and try to gain possession of the ball. You want to try to score early and keep the pressure on your opponents.



▲ You are able to design your own ballers with the create player function. You control height, weight and extra padding.

It's in the zone all right, but which one?

There has been a recent surge of basketball games – all released since the turn of the Millennium – and not one has really impressed us so far. This latest ball bouncing game

There are also a couple of added bonus events that test your dunking and three-point skills to the max. In addition to this you've got a create your own player feature, to enable those with plenty of spare time to mess around making their

another ever-so-spectacular dunk, you have to take your time. You basically need to move your team members like chesspieces to create a decent scoring opportunity. This is a little tricky to master but once you've failed with every trick in the old basketball game handbook, you resort to trying anything! You need to think quickly and wait for the right opportunity to pass the ball, either to the man under the basket or to fool your opponents and get a man open. A little basketball knowledge helps you score a few hoops, if you don't have any then you have to use trial and error to find which attack formation suits you best.

If you're feeling a little daring there are two special buttons that are designed to help you create a scoring opportunity. The first is a turbo boost that speeds up the player with the ball. However, the 'boost' is more like a pair of rocket boots, that sees the baller whizzing around the screen like *Road Runner* while all the other players just

The realism will really appeal to the hardcore basketball fans!

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher: Konami
Developer: Konami
Game Type: Sports
Origin: US
Release: April
Price: £39.99

from Konami invites you to get in the zone NBA style, but where exactly is the zone?

Hanging Out Courtside

The game features all 29 NBA teams and has a full line up of players for each team, which is what you would expect from an NBA licensed product. There are a host of gameplay modes including a simple exhibition match, the full NBA season and an option to skip straight to the playoffs to go for the title. If you're up for playing with friends then the multiplayer games let you play on the same team or two-on-two.

own talented midgets or monsters. You can even choose which knees and elbows require a little extra strapping – well you know it's the little things can sometimes make a big difference!

Is it an Offence?

This game is one tough challenge and the realism should really appeal to hardcore basketball fans. You're given a whole feast of options before you start a match to pinpoint the positions that your team members move to and instead of throwing the ball about wildly or dashing from one end of the court to another and performing

Zone 2000



▲ Pippen goes for another spectacular dunk. In the action replay mode you can watch the stylish action from several on court positions.



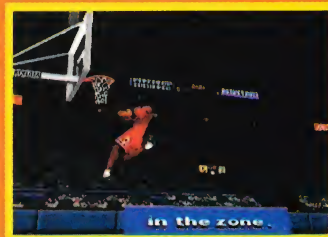
▲ The two-player three point tournament is excellent fun. Try to score as many points as possible in one minute to win the first prize.

\$64,000 Question

- ⊕ Loads of Options
- ⊕ Extra Dunking and 3 Point Games
- ⊖ Control Other Players
- ⊖ Slow
- ⊖ Difficult to Play

Slam Dunk the Funk

If you get tired of the slow, boring tactical gameplay of the exhibition and season modes then you can always choose to take part in the slam dunk competition. Choose your favourite baller and then select which direction you wish to attack the hoop from (a choice of front, diagonal or side). Tapping the A Button makes your man bounce the ball and the B button prompts him to leap for the ring. Twiddling the analogue stick as you do this makes your players pull off a stylish dunk to impress the judges.



Three-Point Tournament

As well as the groovy dunking competition, you are able to compete in the three-point tournament. This event happens for real in the NBA and it's here in its full glory. Pick your favourite long-range shooter and then try and score as many three pointers as possible in the one minute time limit. There are five different positions around the basket and each rack holds five basketballs. The normal balls are worth one point, but netting the multi-coloured balls gains you two points. The talented player with the most points at the end is declared the winner.



▲ The new controls accurately pinpoint where you throw the ball, so aim carefully to avoid lobbing the ball out of bounds.



A little basketball knowledge would help score a few hoops...



chill out and look cool! Imagine a cross between *Superman* and *Sonic the Hedgehog* trying to play basketball with nine ten-foot tortoise-speed giants on the court at the same time! Needless to say, your nitro-fuelled player is impossible to control and you have trouble getting anywhere near the hoop. The second button is a little twist you can perform whilst dribbling with the ball. This makes your lanky player pirouette like a pregnant ballerina – hardly enough to fool the brick walls between you and the basket.

On the Defence

Unlike previous basketball games, whilst defending you can no longer slap your rival in the face and steal the ball. Adopting these old-school tactics just gets you into trouble and results in plenty of free throws for the opposition. In order to steal the ball you have to time your move to intercept any untidy passes or stand firm and wait for them to make a mistake. This is rather annoying and can become quite frustrating if you're having difficulties scoring.



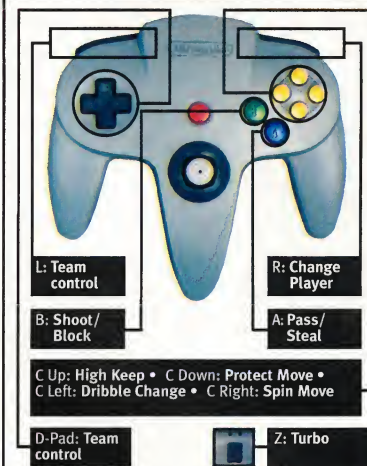
2nd opinion

In the Zone is just another basketball game, with few original features to hold your interest. The idea of assigning tactics to different buttons is in theory work, but really it is not much more than a pointless accessory. Buy NBA Jam instead! **MINE RICHARDSON**

Rating



64 Bottom Line Controls



Alternatives

Kobe Bryant NBA Courtside - Nintendo
Reviewed: Issue no, score 16 - 85%
NBA Jam 2000 - Acclaim
Reviewed: Issue no, score 35 - 84%

Rating

Graphics



Audio



Gameplay



Challenge



Overall

70

Soundbite

Average basketball game with added realism for real NBA fans!

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THE REACTION**

IRATE DELIVERY DRIVER
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MY DAUGHTER'S PREGNANT
09060 191570



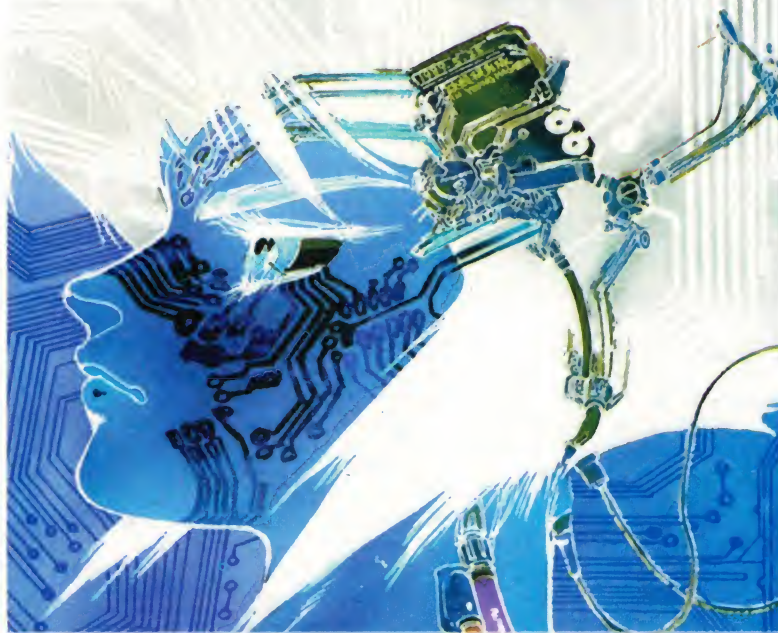
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Ninfo

PLAYERS



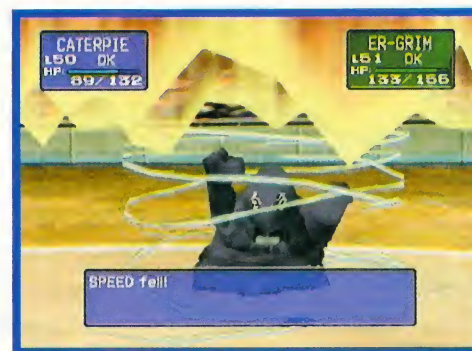
EXPANSION PAK



RUMBLE PAK



Publisher	Nintendo
Developer	Nintendo
Game Type	RPG/Beat-'em-up
Origin	Japan
Release	7 April
Price	£49.99



Pokémon Stadium

Gotta kill 'em all!



Pokémon has to be one of the most bizarre crazes to take this unfortunate world by storm. For some unknown reason, kids across the world are salivating over 'catching' every single one of the little blighters. Come on, we know there are a few of you out there with the lunch box, trading cards, cuddly toys and matching duvet set with curtains and wallpaper. If you're one of those people gullible enough to be sucked in by the marketing masterpiece that is *Pokémon*, then you'll be lapping this game up before it's even hit the shelves.

Wartortle

However, even if the very sight of Pikachu makes your stomach turn you'll still be able to enjoy this, and not just because you can take each one of the Pokémon monsters and repeatedly hurl painful attacks at them either! Like *Pokémon Snap*, *Pokémon Stadium* is an ingenious and immensely fun game to play. Easy to pick-up, the sheer simplicity of the game's fighting system

can have you addicted before you even get a chance to scream.

The turn-based battle system means you have all the time in the world to think about your next move and selecting it couldn't be easier, because of the basic on-screen menus. Of course, this being a *Pokémon* game there is also a level of complexity that could keep you occupied forever and which will please the more experienced trainers. Choosing an attack may be straightforward, but knowing exactly what effect that attack is going to have on a particular Pokémon is where the real skill lies. For example, if you're up against a fiery dragon like Charizard then your best choice of attack is to go with water. This may sound obvious, but once you realise the immense amount of combinations, the enjoyment of this game can truly begin.

Venusaur

Perhaps the most amazing thing about *Pokémon Stadium* are the attacks themselves. Before this game these attacks had only ever existed in black and white form on the Game Boy's small screen.

And I'm Spent

One feature of *Pokémon Stadium* allows you to take pictures of each of the different Pokémon in the game. These can then be stored on the cart before being taken along to a Pokémon Snap Station and printed out. Unfortunately, none of these stations exist over here yet but in if you're ever in America...



**You'll be lapping this game up
before it's even hit the shelves...**





Are You Game Boy?

With the handy Transfer Pack you can, within seconds, be playing any one of the three Game Boy *Pokémon* games on a full size TV. What better way could there be to train up your personal Pokémon than with this superb full-colour interface? The best thing is that you don't even have to own a Game Boy to play the games!



64



▲ With a tongue that big Lickistor has got to be a hit with the ladies. You would need truck to carry that thing round!



Now you get to watch a full multi coloured screen as those attacks are amazingly born into polygonal life. Creatures spit fire, tidal waves sweep the arena, the ground rises around you and the clouds fill with electrical storms. In fact, this game may as well be the Pokémon version of a biblical plague! On the down side some of the attacks can get a little repetitive, because let's face it, once you've seen one fire breathing trick you've seen them all!

The most amazing thing are the attacks themselves...

Ninetails

The actual battles in *Pokémon Stadium* are one of the elements that never gets repetitive. The game not only includes all 151 Pokémon, but also features well over 100 different events to play through! To start with you have four tournaments; the official Poké Cup, the low-level Pika Cup, the cutesy Petit Cup and the no holds barred Prime Cup. Each of these has four different levels made up of ten battles. Successfully complete these and a bonus battle becomes available. Win this and

▼ Clown man Mr Mime gathers up his psychic energies and lets rip at Flarestor with a fiery beam of light.



another 80 ultra-hard battles are up for grabs! To top all this you've got some *Mario Party*-style mini-games thrown in, a Gym Leader Castle Battle option and even a four-player game. Suffice to say you definitely get your money's worth from *Pokémon Stadium*.

One of the big features of the game is that it comes part and parcel with the Game Boy Transfer Pack, allowing you to take your hard-trained Pokémon from the Game Boy game into battle. With this pack you can also play the red, blue and new yellow versions of *Pokémon* on your N64. The great thing about this is that you don't actually have to own your own Game Boy to play the Game Boy *Pokémon* games! The only drawback is that you really do need to use your own personal Pokémon in the main game to get through the harder later levels. You can of course use the preset Pokémon you get with the package, but this does make the game far too difficult. Only a hand-trained Pokémon stands a realistic chance of winning.

Machop

Using the default Pokémon, the game also makes for very stale and

predictable battles as you know exactly what powers they have and exactly how good those powers are going to be. This isn't so bad in single-player mode, but the real fun lies within the multiplayer game when two people load up their own pre-disciplined Pokémon. Unfortunately this does mean that you're not going to get the most out of it unless you have a Game Boy cart!

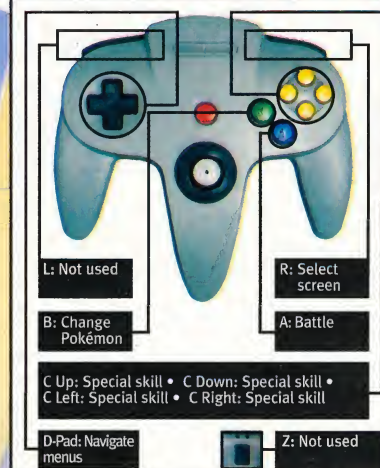
The most disappointing thing about *Pokémon Stadium* is the sound. It's not that it is low quality – far from it – but the commentary does get very annoying very quickly. The repetitive and dull commentary isn't aided by the lack of sound effects. How difficult could it have been to include sound effects for each of the Pokémon? It's not like they have an extensive vocabulary! Instead all you get is a few grunts here and there combined with the crackles and sparkles of the magical attacks.

Pokémon Stadium brings together all that is Pokémon, so if you take your Pokémon seriously, then this game is essential. On the other hand, if you just fancy a good laugh and want to dish out some punishment to Pikachu then this game is still guaranteed to please. ■



64 Bottom Line

Controls 



Alternatives

Pokémon Snap: Nintendo
Reviewed: Issue 32, 88%
Mario Party 2: Nintendo
Reviewed: Issue 37, 81%

Rating

Graphics



Audio



Gameplay



Challenge



Overall

88

Soundbite

Pokémon fans everywhere will love this.



▲ How do you like your duck sir? The unfortunate Psyduck gets turned into a crispy, Peking-style dish by Dragonite.

► Either Venusaur has just had a gold cap put on his tooth or his opponent is in a spot of trouble. Our money is on the latter!

► Electrabuzz gets ready to hit his opponent with a nasty electrical punch. Not exactly the most sociable thing to do now is it!



Mario Party 3

Pokémon Stadium also includes a Kids Club section where you can play nine silly *Mario Party*-style games with up to four players.



The Thundering Dynamo game is a basic rattle the buttons affair to see who can charge up the most, lose and you get fried.



A comical treadmill game Run Rattata Run, involves tapping one button as fast as possible to run and another to jump.



The silliest of all the games, Magikarp's Splash, involves jumping a flapping fish as many times as possible in the short time limit.



Infuriatingly difficult, Clefairy Says is a classic Simon Says rip-off; the short time limits imposed make this a true test of brains.



2nd opinion

If you like Pokémon then this is a must have game. All 151 monsters are available and you don't need to have played the Game Boy version to enjoy it. There are plenty of tournaments to test your training skills and a whole host of mini-games to enjoy with your friends. This is one tip top Pokéstatic game! **RUSSELL "POKÉMASTER" MURRAY**

Rating



cheat central



Cheat Central only prints the very latest cheats and tips for the N64; if you want to check out older cheats, our sister magazine *64 Solutions* contains a regularly updated archive of top tips. Alternatively, you can go online and browse the database of cheats at <http://www.totalgames.net>

XPLORER

THE ULTIMATE CHEAT CARTRIDGE

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Send your answer to Xplorer (39) compo at the usual address, to arrive before 18 May 2000!

TARZAN

Level Select

To open up access to all of the levels press the following on the D-pad at the main menu screen: Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down. Now if you move off the very bottom of the available selections, a Cheat Menu magically appears!



HARVEST MOON

Here are some helpful hints and tips to get help you through the colder months on this bizarre farming simulator.

Free Race Medals

To get free medals on the horse or dog races, talk to the Mayors wife as usual and bet as many medals as possible on every single entrant to the race. As you bet on the last one, hit B twice to exit out of the window. This prevents you from losing any money, but keeps the bets on. Just make sure you don't talk to her again until the race is over.

Lake Genie

When you have an egg producing chicken, grab an egg and take it up the mountain to the lake with the bridge near the carpenter's house. Go to the bridge, face the lake and now throw the egg in to make the genie appear. She either gives you extra strength, allows you to change the weather or makes one girl fall in love with you.

Get The Girl

For guaranteed success with your dream girl you need to buy the right presents at the right time. It also helps if you buy her something for her birthday as well!

Karen

Spring: Wild Berries
Summer: Flowers
Fall: Wild Grapes
Winter: Cake
Birthday: Winter 29th

Elli

All year: Cake
Birthday: Fall 1st

Ann

Spring, Summer and Fall: Wild Animals
Winter: Cake
Birthday: Summer 13th

Popuri

Spring, Summer and Fall: Flowers
Winter: Cake

Birthday: Spring 22nd

Maria

All year: Flowers and Cake.
Birthday: Winter 11th

Hidden Special Items

Treasure map	Find the big tree at the back of the farm and press A in front of it.
Fortune Bracelet	Karen will give this to you on your birthday if she likes you.
Ocarina	Buy it from Rick's Pottery Shop.
Fish Sticks	Give a small fish to the baker.
Weather Vane	Dig the mine in the winter months until you find this.

Hidden Elf House

Go into the caves, you should see a crack in the wall. Go up to this crack and press A to enter the Elven house.

SUPERCROSS 2000

What's that? The cheats in Issue 36 weren't enough for you? Well here are some more codes to keep that bike engine tuned:

Code Entry Screen

At the event selection menu press C-Up to bring up a password entry screen, now simply enter any of the following for the required effect:

Extra views
Auto block
Huge bikes
Huge dirt spray
No track reset
No track skip
Huge riders
No riders
Headless rider
Kangaroo bike

MoR3C4MS
BLoCKM3
B1GB1K3S
B1GSPR4Y
NooFFTR4C
SK1PP1NGoK
G14NTS
NOR1D3RS
H34DL3SS
HoP

Jupiter gravity
Mars gravity
Mercury gravity
Moon gravity
Neptune gravity
Pluto gravity
Saturn gravity
Uranus gravity
Venus gravity
Never crash

JVP1T3R
M4RS
M3RCVRY
Moon
N3PTVN3
PLVT6
S4TVRN
VR4NVS
V3NVS
NoCR4SH

POKÉMON STADIUM

Become the true Pokémon master with these definitive tips and cheats.

Hidden Battle

To open up the hidden six on one battle with the psychic super Pokémon Mewtwo, complete the Gym Leader Castle and get trophies in all the Stadium Mode tournaments. An all-new title screen will confirm your success.

Harder Difficulty

If you manage to beat Mewtwo on the hidden battle stage, a harder version of the game will become available. Once you have access to the harder levels, you can toggle back and forth between the two with C-Right on the title screen.

Bonus Pictures

Once the easy mode of the game has been finished (including the Mewtwo battle) you open up a set of bonus stickers that can be accessed in the gallery mode. To see them, go to the gallery main screen, press and hold L and R then move the cursor to Print. The option now changes to Bonus.

Doduo Mode

Complete the Poké Cup game to open up the Doduo Mode. This allows you to play the Game Boy Red, Blue and Yellow Pokémon games at higher speeds. To change between the two speeds press C-Right whilst playing.

Secret Amnesia Psyduck

To get this you need to register all 151 Pokémon in the hall of fame. To do this, complete Gym Leader Castle with a different set of six each time. Once completed you are awarded with the Psyduck that knows the mysterious Amnesia technique.

Secret Surfing Pikachu

To get the surf skill for Pikachu, enter the harder Prime Cup Master Ball and pick a team which contains Pikachu from your Game Boy cartridge. Now complete the Cup using Pikachu in every battle without using any continues to unlock the surfing Pikachu. You can now use him to play the surfing mini-game on Pokémon Yellow, found within the northern beach of Route 19.

Bonus Pokémon

Every time you finish the Gym Leader Castle you will be awarded one of eight rare Pokémon at random for your Game Boy. Here are the ones you can win:

- Bulbasaur
- Charmander
- Squirtle
- Hitmonlee
- Hitmonchan
- Eevee
- Omanyte
- Kabuto.



RIDGE RACER 64

So, you think you're the fastest racer on the planet and you still can't make first place? You obviously haven't discovered the hidden caddy car yet then!

Hidden Caddy Car

Start a normal game and when you get to the first grand prix race, turn around when the race starts and drive into the brick wall you see there to play a reversed race. Win this in first place and the fastest car in the game is yours.

Extra Cars

To unlock each of the cars beyond the novice selection for play in the game, you need to beat each of them in the car battle mode; here's the complete list:

Intermediate

RT Pink Mappy
RT Blue Mappy
RT Xevious Red
Expert
RT Nebulasray
RT Bosconian
Galaga Prid's

Novice Extra

Galaga Carrot
RT Xevious Green
Dig Racing Team
Intermediate Extra
Micro Mouse Mappy
13th Racing Kid
White Angel

Expert Extra

Digipen Racing
Assoluto Infinito
Age Solo Supernova
Speed
Atomic Purple
Extreme Green
Terrazi Terrific
Speed Extra
Lizard Nightmare
Z Class
Screamin' Eagle

Blurred Replay

Pressing C-Left during the replays will toggle on and off a cool motion blur effect, to give your car some go faster stripes.

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TGR 2

If you fancy a bit of fun or just some silly modes to spice up your muddy rally tracks, look no further...

Cheats

To get each of these cheats working enter the following on the Race description screen:

100,00 Sponsor credits L, Z, Start, L, L
Bouncy cars C-Up, C-Left, R, L, Down
Fat world Z, C-Right, L, Up, Right
High res mode C-Left, C-Left, Left, L, L
Max points L, C-Up, Left, L, L
No damage L, Z, Start, Up, Up
No depth view Z, C-Right, R, Up, Right
One big tyre C-Left, Z, R, Down, Down
Repair power L, Z, R, L, Start
Speed warp Z, C-Left, R, Up, Right
Speed aspect ratio Z, C-Left, L, Up, Right
Topsy turvy C-Up, Z, Start, Up, Down
Wobbly tyres R, C-Right, Start, Down, Z



DAIKATANA

If you're having problems cutting your way through *Daikatana* these level skip and extra weapons codes are likely to come in handy. Enter each of these codes on the mission start screen and a noise should confirm correct entry. ▲ and ▼ on the D-pad select the different stages.

All weapons

C-▲, C-▼, C-►, C-▲, Z, L, R, C-▲, C-▼, C-►, C-▲

Stage Select

C-▲, C-►, C-▼, C-▲, R, L, Z, C-▲, C-►, C-▼, C-▲

XPLOER 64
THE ULTIMATE CHEAT CARTRIDGEXPLOER
CODES

Whoever said cheats never prosper obviously didn't play videogames! Cheats are the ones who have the most fun, and there's no easier way of cheating than with an Xplorer 64 cartridge from Blaze! If you have one of these game-busting marvels then you can crack the fine games below with its help, and if you don't have one, why not enter the competition on page 66 and try to win one?



<http://www.x-plorer.co.uk>

BANJO-KAZOOIE

Special: Don't Use 3FFFFFF0002
Infinite Lives E88EC0BD5961
Infinite Health E88EC0B5596F
Infinite Ammo E88EC0B85959
Infinite Health E88EC0C259B6
Infinite Air E88EC0A559B6
Infinite Gold Feathers E88EC0A159B6
Infinite Eggs E88EC09959B6
Infinite Jiggies E88EC0FD59B6
Infinite Notes E88EC09559B6

All Notes

Infinite Skulls

BODY HARVEST

Infinite MG Ammo E85AD8CD5922
Infinite TS Ammo E85AD8DB59B6
Infinite TNT E85AD8D1595B
Body Count Always o C85AD8EE595A
Use only ONE of the following:
Surreal Mode 821593530080
Evil Adam Mode 82052AFD0002
Fat-Legged Alien 8213FD030001

DIDDY KONG RACING

Special: Don't Use 3FFFFFF0002
All Balloons E876D7D3598C
Enable All Cheats C8615182504F

F-ZERO X

Infinite Lives E861DA7F5955
Infinite Energy C8829EA09C78
C8829EA49C78
C8829EA18595A
Infinite Time E882A4F8598F
Continuous Turbo E882A07B59AA
C8829EA165959

Always 1st

GOLDENEYE

Special: Don't Use 3FFFFFFE005C
Dam Level Codes C85FF63490DA
Infinite Health C85FFE95957
Infinite Ammo 8309D7DC3F80
Infinite Health 8209DF970007
Run, Surface A & Depot Level Codes 830C07DC3F80
Infinite Health 820C0F970007
Bunker A, B & Silo Level Codes 8309AFDC3F80
Infinite Health 8209B7970007
Frigate Level Codes 830ADBDC3F80
Infinite Health 820AE3970007

E8595756595A
DB94B62D5FC4
E88EC0F959B6

E85AD8CD5922
E85AD8DB59B6
E85AD8D1595B
C85AD8EE595A
821593530080
82052AFD0002
8213FD030001

3FFFFFF0002
E876D7D3598C
C8615182504F

E861DA7F5955
C8829EA09C78
C8829EA49C78
C8829EA18595A
E882A4F8598F
E882A07B59AA
C8829EA165959

3FFFFFFE005C
C85FF63490DA
C85FFE95957
8309D7DC3F80
8209DF970007
830C07DC3F80
820C0F970007
8309AFDC3F80
8209B7970007
830ADBDC3F80
820AE3970007

Surface B Level Codes

Infinite Health 830CCFDC3F80
Infinite Ammo 820CD7970007
Statue Level Codes

830AC7DC3F80
820AC7970007
Infinite Health
Arch, Cav, Cradle, Egypt Level Codes
830B3FDC3F80
820B47970007

830BDFDC3F80
820B85970007
Infinite Health
Infinite Ammo

830A77DC3F80
820A7F970007
Train, Jungle, Control Level Codes

830973DC3F80
82097B970007
Infinite Health
Infinite Ammo

820585930001
8205859A0001
8205859C0001
8205859D0001
8205859E0001
8205859F0001
8205859G0001
8205859H0001

Make sure you have the Cheat menu active in the game for the following:
All Guns
Bond Invisible
DK Mode
Enemy Rockets
Unlimited Ammo
Invincible
Paint Ball Mode
Tiny Bond
Turbo Mode

M1 '98

10 Goals E870D9535964
Home Team o Goals E870D953595A
Away Team 10 Goals E870ECCF5964
Away Team o Goals E870ECCF595A
Max Character Create Points
E9463465959
E894634659BB

LYLAT WARS

Infinite Lives E86C935F59BB
Infinite Bombs E86BF25D5955

MARIO KART 64

Only select ONE of the following:

Single Bananas
Multi Bananas
Single Green Turtle
Multi Green Turtles
Single Red Turtle
Multi Red Turtles
Spiked Turtles
Lightning Bolt
Exploding Blocks
Invincible
Invisible
Turbo Boost

QUAKE II

Special: Don't use 3FFFFFF0002
Infinite Health E87E79CD59B6

ROGUE SQUADRON

Infinite Lives E8675D48595B
Infinite Shields E867D1B359FF
C867D1B2595A
E8661D565958

SUPER MARIO 64

Infinite Lives E88EB3359B6
Infinite Energy C886EB32614F
Infinite Hat C886EB3A504F

TUROK 2: LEEDS OF EVIL

Activate Cheat Menu C86869D4504F
C86869D2504F

WCW V1 NWO REVENGE

Enable All Characters E85C592B594F
No Time Out E863694C5966
Maximum Spirit E8635F8759B6
Aluminium Baseball Bat 830F1C500000
E86373A6595A
830F1C500010
E86373A6595A
830F1C500020
E86373A6595A
830F1C500030
E86373A6595A

Baseball Bat

Chair

Table Piece

WWF WARZONE

Enable Cheat List C867F9D0695A
C867F9CE584F
C867F9D4795A
C867F9D2904F

ZELDA: OCARINA OF TIME

Infinite Rupees C865DB5C5C37
Infinite Health C865DB585A9A
All Equipment C865DBC4C8C7
All Quest Status Items C865DBC894F
C865DBA504F
E865DBB659BB

Infinite Beans E865DBA6596A
E865DBB659BB

Infinite Bombs E865DB9A595C
E865DBB25982

Infinite Bombchus E865DBA45961
E865DBB659BB

Infinite Deku Nuts E865DB9B5959
E865DBB359BB

Infinite Deku Sticks E865DBB459BB
E865DBB5598A

Infinite Magic E865DBA5598A
E865DBB659BB

Infinite Slingshot Bullets E865DBA5598A
E865DBB659BB

Have Fairy Bow E865DB99595B
Have Lens Of Truth E865DBA7595F

Have Fire Arrow E865DBA05956
Have Ice Arrow E865DBA2595E

Have Light Arrow E865DBA3596C
Have Din's Magic E865DB9F5955

Have Farore's Magic E865DBA1595D
Have Nayru's Magic E865DBA8596B

Have Silver Scale E865DBA3596C
Have Golden Scale E865DBB659BB

Have Bullet Bag(50) E865DBA7595F
Have Boomerang E865DBB659BB

Have Fairy Ocarina E865DB9D5957
Have Ocarina Of Time E865DB9D5957

Have Megaton Hammer E865DBA5596B
Have Hookshot E865DBA35964

Have Longshot E865DBA35963
Have Quiver E865DBB659BB

Infinite Arrows E865DBB1598C

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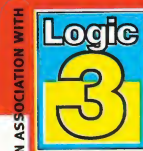
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64 score zone

MAGAZINE



70

Take your place on the paper podium that is... ScoreZone!

After the new scores drought of last month we have been literally flooded with times for absolutely loads of games! We've even been sent – finally – scores for a few new titles courtesy of Darren Harris from Birmingham. On the subject of the Ultimate Player though, the 64 MAGAZINE reader who steps up onto the podium to receive the accolade this month comes not from Birmingham – nor anywhere else in the UK for that matter – instead he hails from that oh so flat country, the Netherlands! Congratulations to Jeffery Van der Aa for his zippy *Micro Machines* and *Mario Kart* times, not to mention an immense score on the *Donkey Kong 64* arcade game *Jetpack*. Your prize is on its way Jeffery, although it probably won't be quite as speedy as your lap times!

ENTER THE ZONE!

Follow these easy steps to achieve entry to the 64 MAGAZINE annals of fame:

- Get a top score or time on an N64 game – without cheating!
- Use a camera or a video to record your time.

- List all your scores on a sheet of paper along with your name and address.

- Send the proof of your prowess to:

64 ScoreZone
64 MAGAZINE
Paragon House
St Peter's Road
Bournemouth BH1 2JS

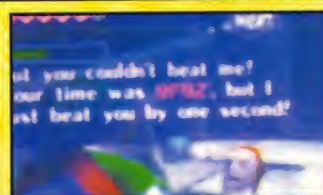
- Include an SAE if you want your photos/videos back.

New Games Needed!

We're all getting just a little bored of seeing scores for the same games time and time again, so we'd like to see a few new ones coming in! That's not to say that we don't still want scores for the others! We'd also like to see some scores and times for *Mario Party 2*, *Battletanx: Global Assault*, *Cyber Tiger*, *Roadsters*, *Star Wars Racer*, *Quake II*, *Jet Force Gemini* and the *Donkey Kong 64* arcade games. Get out there and get playing!



Legend Of Zelda



BIGGEST FISH

24 Pounds Harris Shackleton, Halifax
24 Pounds Matthew Thompson, Cookham
24 Pounds Gareth Haynes, Droitwich
23 Pounds Leigh Maddox, Cheshunt
23 Pounds David Park, Hebburn

MARATHON RACE

1:02 Philip Longhurst, Sudbury

1:02 David Ryan, Derby
1:03 Mark Nicol, Western Australia
1:06 Matthys ten Ham, The Netherlands
1:08 David Park, Hebburn

HORSE RACE

0:46 Mark Nicol, Western Australia
0:46 Michael Tokarz, New South Wales
0:46 David Ryan, Derby
0:47 Matthys ten Ham, The Netherlands
0:47 Philip Longhurst, Sudbury

HORSEBACK ARCHERY

2000 Mark Nicol, Western Australia
2000 Matthys ten Ham, The Netherlands
2000 Christopher Ryan, Derby
2000 David Ryan, Derby
2000 Jan-Erik Spangberg, Sweden

GRAVEYARD RACE

0:53 David Ryan, Derby
0:56 Darren Harris, Birmingham
0:58 Tammy Harris, Birmingham
0:59 Martin Hurley, St Helens

Wetrix

CLASSIC

137278925 James Ellis, Pinner
48104283 David Baker, Great Knowley
42171264 Christine Allum, Rickmansworth
22994050 Ned Pendleton, Brackley
14948238 David Park, Hebburn
14689112 Martin Hurley, St Helens
13119982 Andy Murray, Bournemouth

PRO

7504833 Ned Pendleton, Brackley
1216438 David Park, Hebburn
644326 Mans Ericsson, Sweden
623541 Andy Murray, Bournemouth
594211 Martin Hurley, St Helens
551228 Debbie Blanco, Uddingston
548999 John Dick, Motherwell

7080° Snowboarding

HALF PIPE TRICK ATTACK

147734 Adam Tucker, Great Yarmouth
111339 Chris Webb, Abbeydale
110389 Alan Dundas, Arbroath
99226 Sarah Bishop, New Barnet
85852 Tim Smith, Prestatyn

CRYSTAL LAKE TRICK ATTACK

124445 Chris Webb, Abbeydale
110310 Adam Tucker, Great Yarmouth
104442 Tom Grigg, Alresford
91937 Jon Burrows, Queensland
90417 Ryan Stevenson, Aberystwyth

CRYSTAL PEAK TRICK ATTACK

139506 Adam Tucker, Great Yarmouth
117429 Chris Webb, Abbeydale
100885 Jon Cuthbert, Alresford
87291 Jon Burrows, Queensland
89063 Ryan Stevenson, Aberystwyth

GOLDEN FOREST TRICK ATTACK

123218 Adam Tucker, Great Yarmouth
103902 Chris Webb, Abbeydale
91116 Jon Burrows, Queensland
76876 Ryan Stevenson, Aberystwyth
74732 Danny Dunn, New Leake

MOUNTAIN VILLAGE TRICK ATTACK

154503 Adam Tucker, Great Yarmouth
135769 Chris Webb, Abbeydale
132313 Adam Charlton, Huntingdon
103773 Ryan Stevenson, Aberystwyth
84669 Danny Dunn, New Leake

DEADLY FALL TRICK ATTACK

224498 Chris Webb, Abbeydale
142217 Adam Tucker, Great Yarmouth
133069 Ross Toad, Arbroath
142286 Ryan Stevenson, Aberystwyth
89378 Josh Bilton, Chipperfield

DRAGON CAVE TRICK ATTACK

143015 Chris Webb, Abbeydale
127294 Adam Tucker, Great Yarmouth
90856 Ryan Stevenson, Aberystwyth
84653 Richard Dunn, New Leake
62966 Kevin Seeneey, Bury St Edmunds

AIR MAKE

22100 Darren Harris, Birmingham

21950 Tammy Harris, Birmingham
21450 William Armstrong, Victoria

CRYSTAL LAKE RACE

1:01:21 Adam Tucker, Great Yarmouth
1:02:73 Danny Dunn, New Leake
1:03:03 Jon Burrows, Queensland
1:03:06 Magnus Smith, Burra Isle
1:03:19 Chris Webb, Abbeydale

CRYSTAL PEAK RACE

1:26:63 Adam Tucker, Great Yarmouth
1:27:21 Danny Dunn, New Leake
1:27:78 Chris Webb, Abbeydale
1:28:40 Magnus Smith, Burra Isle
1:28:40 Jon Burrows, Queensland

GOLDEN FOREST RACE

1:18:57 Adam Tucker, Great Yarmouth
1:19:66 Chris Webb, Abbeydale
1:19:82 Danny Dunn, New Leake
1:20:12 Jan-Erik Spangberg, Sweden
1:20:42 Jon Burrows, Queensland

DRAGON CAVE RACE

1:24:10 Adam Tucker, Great Yarmouth
1:25:76 Danny Dunn, New Leake
1:26:52 Chris Webb, Abbeydale
1:26:92 Jon Burrows, Queensland
1:27:25 Magnus Smith, Burra Isle

MOUNTAIN VILLAGE RACE

1:27:10 Adam Tucker, Great Yarmouth
1:30:15 Danny Dunn, New Leake
1:30:28 Chris Webb, Abbeydale
1:30:51 Adam Charlton, Huntingdon
1:31:14 Chris Atkins, Walkington

DEADLY FALL RACE

1:06:84 Adam Tucker, Great Yarmouth
1:07:94 Chris Webb, Abbeydale
1:08:21 Danny Dunn, New Leake
1:08:44 Magnus Smith, Burra Isle
1:08:64 Jon Burrows, Queensland

BEST CONTEST SCORE

379302 Chris Webb, Abbeydale
211377 Danny Dunn, New Leake
186274 Ryan Stevenson, Aberystwyth
159195 Edward Nugent, Reading
146907 Chris Atkins, Walkington

Banjo-Kazooie

SPIRAL MOUNTAIN

0:02:17 Jon Burrows, Queensland
0:02:25 Niall Hickey, County Waterford
0:02:44 Darren Harris, Birmingham
0:02:58 Michael Illoski, Australia
0:03:31 Christopher Illoski, Australia

MUMBO'S MOUNTAIN

0:04:44 Jon Burrows, Queensland
0:05:28 Kevin Seeneey, Bury St Edmunds
0:06:30 Danny Dunn, New Leake
0:06:40 Jan-Erik Spangberg, Sweden
0:08:17 Niall Hickey, County Waterford

TREASURE TROVE COVE

0:08:29 Jon Burrows, Queensland
0:10:50 Jan-Erik Spangberg, Sweden
0:11:06 Richard Dunn, Boston
0:12:01 Niall Hickey, County Waterford
0:12:03 Darren Harris, Birmingham

MAD MONSTER MANSION

0:14:15 Jan-Erik Spangberg, Sweden
0:15:48 Kevin Seeneey, Bury St Edmunds
0:18:16 Niall Hickey, County Waterford
0:26:09 Ingvar Gunnarsson, Iceland

BUBBLELOOP SWAMP

0:15:02 Kevin Seeneey, Bury St Edmunds
0:15:19 Jan-Erik Spangberg, Sweden
0:18:07 Niall Hickey, County Waterford
0:19:26 Darren Harris, Birmingham
0:21:01 Richard Dunn, Boston

CLANKERS CAVERN

0:08:31 Jon Burrows, Queensland

0:08:47 Kevin Seeneey, Bury St Edmunds
0:09:16 Jan-Erik Spangberg, Sweden
0:11:36 Niall Hickey, County Waterford

CLICK CLOCK WOOD

0:32:25 Jan-Erik Spangberg, Sweden
0:42:05 Niall Hickey, County Waterford
0:43:46 Kevin Seeneey, Bury St Edmunds

RUSTY BUCKET BAY

0:13:30 Kevin Seeneey, Bury St Edmunds
0:16:14 Jan-Erik Spangberg, Sweden
0:16:47 Niall Hickey, County Waterford
0:28:38 Ingvar Gunnarsson, Iceland

FREEZEZY PEAK

0:13:34 Kevin Seeneey, Bury St Edmunds
0:13:53 Jan-Erik Spangberg, Sweden
0:15:25 Jan-Erik Spangberg, Sweden
0:19:40 Richard Dunn, Boston
0:19:42 Darren Harris, Birmingham

Gobi's Valley

0:12:44 Jan-Erik Spangberg, Sweden
0:14:44 Kevin Seeneey, Bury St Edmunds
0:15:58 Jan-Erik Spangberg, Sweden
0:16:44 Niall Hickey, County Waterford
0:20:17 Darren Harris, Birmingham

100 JIGGIES, 900 NOTES

2:46:17 Kevin Seeneey, Bury St Edmunds
2:53:54 Jan-Erik Spangberg, Sweden
3:38:52 Mark Nicol, Western Australia
4:46:00 Ingvar Gunnarsson, Iceland
4:51:22 John Dick, Uddingston
4:59:31 Martin Hurley, St Helens
5:01:04 Andy Murray, Bournemouth

Quake II

CENTRAL COMPLEX

1:45 Darren Harris, Birmingham

COMMUNICATIONS CENTRE

0:47 Darren Harris, Birmingham

INTELLIGENCE CENTRE

1:13 Darren Harris, Birmingham

STROGG OUTPOST

0:31 Darren Harris, Birmingham
0:54 Debbie Bianco, Uddingston

Mario Party

SHY GUY FLY

0:09:28 Darren Harris, Birmingham
0:09:72 Daniel Hooley, Breaston
0:09:72 Ian Kirk, Nottingham
0:09:12 Rachael Verel, Fulwood

SLOT CAR DERBY 1

0:25:13 Darren Harris, Birmingham
0:26:86 Tammy Harris, Birmingham

SLOT CAR DERBY 2

0:34:03 Darren Harris, Birmingham
0:34:20 Anthony Hooley, Breaston

Micro Machines 64 Turbo

THE MAIN COURSE

00:15:28 Jeffrey Van Der Aa, The Netherlands
00:15:45 Chris Cox, Cambridge
00:15:97 Jeffrey Van Der Aa, The Netherlands

LOVE TRIANGLE

00:39:17 Jeffrey Van Der Aa, The Netherlands
00:40:02 Ned Pendleton, Brackley
00:40:30 Chris Cox, Cambridge

BEWARE OF THE DOG

00:35:29 Jeffrey Van Der Aa, The Netherlands
00:35:86 Ned Pendleton, Brackley

CRASH AND FERN

00:21:22 Jeffrey Van Der Aa, The Netherlands
00:22:06 Ned Pendleton, Brackley

DESTRUCTION DIRTBOX

00:29:48 Jeffrey Van Der Aa, The Netherlands
00:30:01 Ned Pendleton, Brackley

BRAKE-FAST BENDS

00:33:36 Jeffrey Van Der Aa, The Netherlands
00:33:76 Ned Pendleton, Brackley

CALCULATOR RISK

00:23:19 Jeffrey Van Der Aa, The Netherlands
00:25:97 Ned Pendleton, Brackley

WIPEUP

00:34:25 Jeffrey Van Der Aa, The Netherlands
00:36:67 Ned Pendleton, Brackley

TANKS ALOT

00:27:10 Jeffrey Van Der Aa, The Netherlands
00:27:67 Ned Pendleton, Brackley

BAGUETTE BALANCE

00:22:07 Jeffrey Van Der Aa, The Netherlands
00:22:71 Ned Pendleton, Brackley
00:23:00 Chris Cox, Cambridge

TRUCKER'S LUCK

00:22:95 Jeffrey Van Der Aa, The Netherlands
00:24:32 Ned Pendleton, Brackley

BIKINI BLAZER

00:23:11 Jeffrey Van Der Aa, The Netherlands
00:25:05 Ned Pendleton, Brackley

PEBBLE DASH

00:24:93 Jeffrey Van Der Aa, The Netherlands
00:25:70 Ned Pendleton, Brackley

BEACHED BUGGIES

00:19:68 Chris Cox, Cambridge

00:21:66 Ned Pendleton, Brackley
00:22:59 Jeffrey Van Der Aa, The Netherlands

RIGHT ON CUE

00:19:29 Jeffrey Van Der Aa, The Netherlands
00:19:53 Chris Cox, Cambridge
00:19:85 Ned Pendleton, Brackley

RACK 'N ROLL

00:47:36 Jeffrey Van Der Aa, The Netherlands
00:47:97 Chris Cox, Cambridge
00:48:41 Ned Pendleton, Brackley

PULLING POWER

00:39:29 Jeffrey Van Der Aa, The Netherlands
00:39:58 Ned Pendleton, Brackley

STINKY SINKS

00:17:35 Jeffrey Van Der Aa, The Netherlands
00:22:31 Ned Pendleton, Brackley

SAND BLASTER

00:34:65 Jeffrey Van Der Aa, The Netherlands
00:35:42 Ned Pendleton, Brackley

SWERVE SHOT

00:06:85 Chris Cox, Cambridge
00:11:86 Jeffrey Van Der Aa, The Netherlands
00:12:03 Ned Pendleton, Brackley
00:12:11 Achillies Zanettis, Kenton

BREAKFAST AT CHERRY'S

00:21:95 Jeffrey Van Der Aa, The Netherlands
00:23:64 Chris Cox, Cambridge
00:24:12 Ned Pendleton, Brackley

DESTRUCTION DIRTBOX

00:30:01 Ned Pendleton, Brackley

FORMULA X

00:27:82 Jeffrey Van Der Aa, The Netherlands
00:31:18 Ned Pendleton, Brackley

LEARNING CURVES

00:27:03 Jeffrey Van Der Aa, The Netherlands
00:34:17 Ned Pendleton, Brackley

CHEMICAL WARFARE

00:26:99 Jeffrey Van Der Aa, The Netherlands

CHEESY JUMPS

00:14:12 Jeffrey Van Der Aa, The Netherlands

CEREAL KILLER

00:43:48 Jeffrey Van Der Aa, The Netherlands
00:49:23 Andy Murray, Bournemouth
00:52:34 Martin Hurley, St Helens

Wave Race

SUNNY BEACH

0:55:88 David Ryan, Derby
0:57:86 Adam Tucker, Great Yarmouth
0:58:14 James Eyre, Leicester
0:59:26 Luke Sutton, South Australia
1:00:78 Alan Dundas, Arbroath

SUNSET BAY

1:00:029 David Ryan, Derby
1:00:144 Adam Tucker, Great Yarmouth
1:03:207 Luke Sutton, South Australia
1:03:925 Alan Dundas, Arbroath
1:09:152 Gavin Deadman, Biggin Hill

DRAKE LAKE

0:57:464 David Ryan, Derby
0:58:908 Adam Tucker, Great Yarmouth
1:09:305 Alan Dundas, Arbroath
1:12:527 Gavin Deadman, Biggin Hill
1:12:902 Ross McKinstry, Arbroath

GLACIER COAST

1:59:448 David Ryan, Derby
1:59:942 Adam Tucker, Great Yarmouth
1:59:572 Alan Dundas, Arbroath
1:16:655 Douglas Bonnes, East Kilbride
1:59:193 Charles Nuttall, Oldham
1:44:127 Martin Hurley, St Helens

PORT BLUE

1:23:733 David Ryan, Derby
1:24:704 Adam Tucker, Great Yarmouth
1:29:903 Charles Nuttall, Oldham
1:30:304 Mick Smith, Worcester
1:38:255 Ruaidhri Dunn, Enfield

SOUTHERN ISLAND

1:00:106 David Ryan, Derby
1:05:837 Adam Tucker, Great Yarmouth
1:12:716 James Eyre, Leicester
1:13:497 Luke Sutton, South Australia
1:14:868 Darren Harris, Birmingham
1:17:721 Gavin Deadman, Biggin Hill

TWILIGHT CITY

1:28:483 David Ryan, Derby
1:44:121 Adam Tucker, Great Yarmouth
1:46:449 Gavin Deadman, Biggin Hill
1:47:538 Ruaidhri Dunn, Enfield
1:48:406 Simon Blakeney, Basingstoke

MARINE FORTRESS

1:45:166 David Ryan, Derby
1:18:853 Adam Tucker, Great Yarmouth
1:27:710 James Eyre, Leicester
1:27:854 Ruaidhri Dunn, Enfield
1:50:372 Gavin Deadman, Biggin Hill

Space Station: Silicon Valley

WALRACE 64

0:44 Matthys ten Ham, The Netherlands

GIVE A DOG A BONUS

2:10 Matthys ten Ham, The Netherlands
2:14 Darren Harris, Birmingham

EVO'S ESCAPE

18:00 Matthys ten Ham, The Netherlands
12:00 Darren Harris, Birmingham

PUNCH UP PYRAMID

4 rounds Matthys ten Ham, The Netherlands
4 rounds Darren Harris, Birmingham

Donkey Kong 64

RAMBI ARENA

183 Anthony Hooley, Breaston
174 Jeffery Van der Aa, Netherlands
164 Iain Stronach, Norway

ENGUARDE ARENA

250 Anthony Hooley, Breaston
214 Jeffery Van der Aa, Netherlands
164 Iain Stronach, Norway

JETPAC ARCADE GAME

655:360 Jeffery Van der Aa, Netherlands
31060 Anthony Hooley, Breaston

DONKEY KONG ARCADE GAME

19900 Jeffery Van der Aa, Netherlands

Turok

TRAINING LEVEL

2:12 Michael Williams, Exeter
2:17 Mikhael Farrelly, Zimbabwe
2:20 Richard Dunn, New Leake
2:23 Fiaz Farrelly, Zimbabwe
2:33 Ben Webster, Millbridge

Vigilante 8

SURVIVAL MODE

99:56 with 180 kills Ian Lawlor, Churwell
84:02 with 115 kills Ben Andrew, St Ives
71:55 with 121 kills Paul Nicholls, Coventry
47:56 with 69 kills Alex Cadby, Weston-Super-Mare

Jet Force Gemini

JEFF AND BARRY RACING TRACK 1

27:80 Anthony Hooley, Breaston
32:08 Darren Harris, Birmingham

JEFF AND BARRY RACING TRACK 2

39:88 Anthony Hooley, Breaston
44:04 Darren Harris, Birmingham

Cruis'n USA

GRAND CANYON

1:24:73 Dominic Winslow, Braypark
1:37:69 Paul Murray, Tramore
1:38:44 Jamie Simms, Dorchester
1:44:23 Tim Stomp, Sefton
1:53:14 Cath Davies, Wigan
1:59:18 Mickey Jones, Cardiff

Beetle Adventure Racing

COVENTRY COVE

4:42:58 Martin Van Duuren, Holland
4:43:76 Matthys ten Ham, The Netherlands
4:48:61 Jan-Erik Spangberg, Sweden
4:50:26 Paul Nicholls, Coventry
4:59:01 Robert Parker, Cambridge



MOUNT MAYHEM

4:45:45 Matthys ten Ham, The Netherlands
4:47:05 Martin Van Duuren, Holland
4:48:03 Jan-Erik Spangberg, Sweden
4:53:52 Paul Nicholls, Coventry
4:54:49 Andrew Stanger, Wylton

INFERNO ISLE

4:29:06 Martin Van Duuren, Holland
4:31:09 Jan-Erik Spangberg, Sweden
4:34:24 Matthys ten Ham, The Netherlands
4:38:02 Robert Parker, Cambridge
4:41:49 Andrew Stanger, Wylton

SUNSET SANDS

5:31:50 Matthys ten Ham, The Netherlands
5:34:26 Martin Van Duuren, Holland
5:43:17 Robert Parker, Cambridge
5:50:66 Andrew Stanger, Wylton
6:00:96 Jan-Erik Spangberg, Sweden

METRO MADNESS

5:43:46 Martin Van Duuren, Holland
5:50:08 Matthys ten Ham, The Netherlands
6:12:53 Jan-Erik Spangberg, Sweden
6:19:76 John Brennan, Bicester
6:25:48 Andrew Stanger, Wylton

WICKED WOODS

3:42:02 Jan-Erik Spangberg, Sweden
3:54:31 Matthys ten Ham, The Netherlands
3:56:50 Martin Van Duuren, Holland
4:12:46 Paul Nicholls, Coventry
4:14:43 Andrew Stanger, Wylton



F-Zero X

MUTE CITY

1:14:764 Richard Dunn, New Leake
1:17:106 James Eyre, Leicester
1:18:608 John Brennan, Bicester
1:18:578 Richard Mardell, Highambury
1:21:344 Darren Harris, Birmingham

SILENCE

1:05:357 Richard Dunn, New Leake
1:05:537 James Eyre, Leicester
1:10:741 Darren Harris, Birmingham
1:11:828 Jeffrey Van Der Aa, The Netherlands
1:12:263 James Eyre, Donington Le Heath

SAND OCEAN

1:04:106 Richard Dunn, New Leake
1:08:121 James Eyre, Leicester
1:08:518 John Brennan, Bicester
1:01:130 Darren Harris, Birmingham
1:16:836 Jeffrey Van Der Aa, The Netherlands



DEVIL'S FOREST

1:12:322 Richard Dunn, New Leake
1:16:262 James Eyre, Leicester
1:18:305 John Brennan, Bicester
1:19:718 Richard Mardell, Highambury
1:23:068 Jeffrey Van Der Aa, The Netherlands

BIG BLUE

1:22:983 Richard Dunn, New Leake
1:29:318 John Brennan, Bicester
1:38:084 Darren Harris, Birmingham
1:38:912 James Eyre, Leicester
1:38:695 Ned Pendleton, Brackley

PORT TOWN

1:25:739 James Eyre, Leicester
1:26:553 Richard Dunn, New Leake
1:27:346 John Brennan, Bicester
1:31:721 Darren Harris, Birmingham
1:35:030 Richard Mardell, Highambury

SECTOR ALPHA

1:11:875 Richard Dunn, New Leake
1:13:925 James Eyre, Leicester
1:15:561 John Brennan, Bicester
1:17:671 Darren Harris, Birmingham
1:18:265 Richard Mardell, Highambury

RED CANYON

1:13:313 Richard Dunn, New Leake
1:16:271 James Eyre, Leicester
1:18:100 John Brennan, Bicester
1:19:134 Darren Harris, Birmingham
1:19:755 Neil Friedman, Whitefield

DEVIL'S FOREST 2

1:15:319 Richard Dunn, New Leake
1:18:517 James Eyre, Leicester
1:19:348 John Brennan, Bicester
1:25:348 Darren Harris, Birmingham
1:28:558 Valter Lindgren, Sweden

MUTE CITY 2

1:06:274 Richard Dunn, New Leake
1:11:485 James Eyre, Leicester
1:14:024 Richard Mardell, Highambury
1:15:544 Darren Harris, Birmingham
1:15:398 John Brennan, Bicester

BIG BLUE 2

1:01:978 James Eyre, Leicester
1:03:132 Richard Dunn, New Leake
1:07:024 Jeffrey Van Der Aa, The Netherlands
1:07:047 John Brennan, Bicester
1:07:939 Darren Harris, Birmingham

WHITE LAND

1:26:437 Richard Dunn, New Leake
1:32:414 John Brennan, Bicester
1:41:502 Jeffrey Van Der Aa, The Netherlands

1:47:591 Jon Quarrie, Stapleford
1:48:374 Valter Lindgren, Sweden

FIRE FIELD

1:12:820 Richard Dunn, New Leake
1:18:032 John Brennan, Bicester
1:18:456 James Eyre, Leicester
1:25:173 Valter Lindgren, Sweden
1:25:182 Darren Harris, Birmingham

SILENCE 2

1:27:111 James Eyre, Leicester
1:29:615 Richard Dunn, New Leake
1:35:995 John Brennan, Bicester
1:38:376 Darren Harris, Birmingham
1:41:278 Jeffrey Van Der Aa, The Netherlands

SECTOR BETA

1:31:773 Richard Dunn, New Leake
1:39:107 John Brennan, Bicester
1:47:293 James Eyre, Leicester
1:47:797 Darren Harris, Birmingham
1:52:794 Valter Lindgren, Sweden

RED CANYON 2

1:26:876 Richard Dunn, New Leake
1:34:695 James Eyre, Leicester
1:36:998 John Brennan, Bicester
1:43:256 Darren Harris, Birmingham
1:47:876 Jeffrey Van Der Aa, The Netherlands

WHITE LAND 2

1:07:148 Richard Dunn, New Leake
1:12:474 John Brennan, Bicester
1:13:703 James Eyre, Leicester
1:13:996 Darren Harris, Birmingham
1:15:553 Jeffrey Van Der Aa, The Netherlands

MUTE CITY 3

1:28:805 Richard Dunn, New Leake
1:43:646 John Brennan, Bicester
1:48:496 Darren Harris, Birmingham
1:49:024 Ned Pendleton, Brackley
1:50:252 Neil Friedman, Whitefield

RAINBOW ROAD

1:30:122 Ned Pendleton, Brackley
1:37:525 Richard Dunn, New Leake
2:05:518 John Brennan, Bicester
2:13:944 Darren Harris, Birmingham
2:23:351 Jeffrey Van Der Aa, The Netherlands

DEVIL'S FOREST 3

1:10:599 James Eyre, Leicester
1:14:348 Richard Dunn, New Leake
1:19:894 Richard Mardell, Highambury
1:20:186 Darren Harris, Birmingham
1:20:437 John Brennan, Bicester

SPACE PLANT

1:48:750 Richard Dunn, New Leake
1:57:356 John Brennan, Bicester
2:07:901 James Eyre, Leicester
2:12:010 Valter Lindgren, Sweden
2:12:351 Darren Harris, Birmingham

SAND OCEAN 2

1:31:967 Richard Dunn, New Leake
1:34:143 James Eyre, Leicester
1:36:747 John Brennan, Bicester
1:43:939 James Eyre, Donington Le Heath
1:44:200 Jeffrey Van Der Aa, The Netherlands

PORT TOWN 2

1:37:582 James Eyre, Leicester
1:46:127 Richard Dunn, New Leake
1:47:396 Jon Quarrie, Stapleford
1:54:087 Darren Harris, Birmingham
1:54:904 John Brennan, Bicester

BIG HAND

2:09:511 Richard Dunn, New Leake
2:17:050 John Brennan, Bicester
2:33:121 Neil Friedman, Whitefield
2:34:353 Richard Mardell, Highambury
2:36:628 Ned Pendleton, Brackley

DEATH RACE MODE

0:21:643 Magnus Smith, Burra Isle
0:27:692 Richard Dunn, New Leake
0:43:025 Kevin Oling, Muscliffe
0:46:962 Neil Friedman, Whitefield
0:58:20 Nick Newton, Roath

Shadows Of The Empire

BATTLE OF HOTH

0:02:07 Matthew Stevenson, Bournemouth
0:02:46 Magnus Smith, Burra Isle
0:02:52 John Brennan, Bicester
0:03:15 Karl Jobst, Australia
0:04:27 Hans Labeber, The Netherlands

ESCAPE FROM ECHO BASE

0:01:36 Magnus Smith, Burra Isle
0:01:58 Jason Lloyd Parsons, Anglesey
0:03:28 John Brennan, Bicester
0:03:52 Matthew Stevenson, Bournemouth

THE ASTEROID FIELD

0:03:16 Matthew Stevenson, Bournemouth
0:03:38 John Brennan, Bicester
0:04:00 John Lambregts, The Netherlands
0:04:19 Sebastian Pontrey, Goudhurst
0:04:27 John Dick, Uddingston
0:04:45 Martin Hurley, St Helens

MOS EISLEY AND BEGGAR'S CANYON

0:01:41 Magnus Smith, Burra Isle
0:02:49 Matthew Stevenson, Bournemouth
0:04:26 Hans Labeber, The Netherlands

IMPERIAL FREIGHTER SUPROSA

0:01:20 Magnus Smith, Burra Isle
0:01:55 John Brennan, Bicester
0:03:43 Hans Labeber, The Netherlands

SKYHOOK BATTLE

0:06:06 Magnus Smith, Burra Isle
0:06:37 John Brennan, Bicester
0:06:50 Matthew Stevenson, Bournemouth

XIZOR'S PALACE

0:04:15 Jason Lloyd Parsons, Anglesey
0:05:00 Magnus Smith, Burra Isle
0:05:54 John Brennan, Bicester
0:07:50 Hans Labeber, The Netherlands

Diddy Kong Racing

ANCIENT LAKE

0:03:21 Stacy Needham, Bicester
0:03:11 Keith Boiston, Felling
0:04:03 Adam Charlton, Buckden
0:04:10 Rob Pierce, Salisbury
0:04:54 Stephen Henderson, Upminster

FOSSIL CANYON

0:05:26 Stacy Needham, Bicester
0:04:03 Keith Boiston, Felling
0:04:62 James Eyre, Leicester
0:05:00 Adam Charlton, Buckden
0:10:00 Arthur van Dalen, Netherlands

JUNGLE FALLS

0:04:53 Adam Charlton, Buckden
0:04:260 Keith Boiston, Felling
0:04:66 Arthur van Dalen, Netherlands
0:04:13 Richard Dunn, Boston
0:04:46 Rob Pierce, Salisbury

TREASURE CAVES

0:04:20 Keith Boiston, Felling
0:04:75 Adam Charlton, Buckden
0:04:71 Arthur van Dalen, Netherlands
0:04:06 Richard Dunn, Boston
0:04:31 Thomas Ferrari, Norfolk

WHALE BAY

0:05:31 Keith Boiston, Felling
0:05:06 Rob Pierce, Salisbury
0:05:63 Danny Dunn, New Leake
0:10:21 Raymond Burton, Stockbridge
0:10:25 Daniel Hooley, Breaston

PIRATE LAGOON

0:10:23 Keith Boiston, Felling
0:10:43 Rob Pierce, Salisbury
0:10:57 Jan-Erik Spangberg, Sweden
0:11:35 Jon Quarrie, Stapleford
0:11:85 Darren Harris, Birmingham

WINDMILL PLAINS

0:13:18 Keith Boiston, Felling
0:13:45 Adam Charlton, Buckden
0:14:53 Richard Dunn, Boston
0:14:56 Darren Harris, Birmingham
0:14:36 Jan-Erik Spangberg, Sweden

CRESCENT ISLAND

0:10:45 Keith Boiston, Felling
0:11:40 Adam Charlton, Buckden
0:14:31 Richard Dunn, Boston
0:17:43 Jan-Erik Spangberg, Sweden
0:21:31 Kevin Seeney, Bury St Edmunds

HOT TOP VOLCANO

0:05:20 Stacy Needham, Bicester
0:10:43 Keith Boiston, Felling
0:10:35 James Eyre, Leicester
0:15:75 Richard Dunn, Boston
0:17:93 Rob Pierce, Salisbury

GREENWOOD VILLAGE

1:16:26 Stacy Needham, Bicester
1:22:01 Jan-Erik Spangberg, Sweden
1:22:73 Kevin Seeney, Bury St Edmunds
1:23:25 Richard Dunn, New Leake
1:27:24 James Eyre, Leicester

HAUNTED WOODS

0:05:126 Keith Boiston, Felling
0:05:276 Richard Dunn, New Leake

0:05:405 Kevin Seeney, Bury St Edmunds
0:05:426 Darren Harris, Birmingham
0:05:495 Jan-Erik Spangberg, Sweden



FROSTY VILLAGE

0:19:01 Rob Pierce, Salisbury
0:20:60 Richard Dunn, New Leake
0:21:86 Kevin Seeney, Bury St Edmunds
0:27:20 Darren Harris, Birmingham
0:35:41 Tammy Harris, Birmingham

EVERFROST PEAK

0:19:88 James Eyre, Leicester
0:21:26 Richard Dunn, New Leake
0:28:11 Darren Harris, Birmingham
0:28:16 Tammy Harris, Birmingham
0:30:91 Kevin Seeney, Bury St Edmunds

SNOWBALL VALLEY

0:04:10 Stacy Needham, Bicester
0:05:40 Richard Dunn, New Leake
0:05:47 Jan-Erik Spangberg, Sweden
0:05:10 James Eyre, Leicester
0:06:05 Darren Harris, Birmingham

BOULDER CANYON

0:15:48 Keith Boiston, Felling
0:13:36 Rob Pierce, Salisbury
0:13:81 Danny Dunn, New Leake
0:13:41 James Eyre, Leicester
0:16:30 Kevin Seeney, Bury St Edmunds

WALRUS COVE

0:12:31 Keith Boiston, Felling
0:13:07 Adam Charlton, Buckden
0:13:15 Jeffrey Van Der Aa, The Netherlands
0:14:05 Richard Dunn, Boston
0:14:55 Jan-Erik Spangberg, Sweden

SPACEDUST ALLEY

0:12:83 James Eyre, Leicester
0:13:41 Danny Dunn, New Leake
0:13:43 Keith Boiston, Felling
0:14:61 Arthur van Dalen, Netherlands
0:14:51 Kevin Seeney, Bury St Edmunds

DARKMOON CAVERNS

0:13:13 Keith Boiston, Felling
0:14:61 Adam Charlton, Buckden
0:14:03 Richard Dunn, Boston
0:15:43 Kevin Seeney, Bury St Edmunds
0:15:71 Jan-Erik Spangberg, Sweden

SPACEPORT ALPHA

0:13:31 Keith Boiston, Felling
0:14:51 James Eyre, Leicester
0:14:35 Kevin Seeney, Bury St Edmunds
0:14:60 Danny Dunn, New Leake
0:16:23 Rob Pierce, Salisbury

STAR CITY

0:12:576 Stacy Needham, Bicester
0:12:936 Kevin Seeney, Bury St Edmunds
0:13:045 Rob Pierce, Salisbury
0:13:090 Richard Dunn, Boston
0:13:126 Darren Harris, Birmingham

Snowboard Kids

ROOKIE MOUNTAIN

0:26:43 Rob Pierce, Salisbury
0:26:56 Kevin Seeney, Bury St Edmunds
0:26:60 Chris Dawson, New South Wales
0:26:63 Kenneth Dundas, Arbroath
0:26:90 Philip Longhurst, Sudbury

BIG SNOWMAN

1:37:23 Kevin Seeney, Bury St Edmunds
1:37:43 Rob Pierce, Salisbury
1:38:56 Philip Longhurst, Sudbury
1:39:30 Jay Scott, Fort William
1:41:26 David Dennison, Welwyn Garden City

SUNSET ROCK

1:34:80 Philip Longhurst, Sudbury
1:35:23 Kevin Seeney, Bury St Edmunds
1:37:63 Jay Scott, Fort William
1:38:50 Rob Pierce, Salisbury
1:40:56 John Brennan, Bicester

NIGHT HIGHWAY

1:29:36 Kevin Seeney, Bury St Edmunds
1:31:43 John Lambregts, The Netherlands
1:31:20 Chris Dawson, New South Wales
1:31:60 Rob Pierce, Salisbury
1:32:66 Kenneth Dundas, Arbroath
1:33:00 John Dick, Uddingston
1:33:01 Andy Murray, Bournemouth

GRASS VALLEY

1:41:63 Kevin Seeney, Bury St Edmunds

1:42:26 Rob Pierce, Salisbury

1:43:43 Chris Dawson, New South Wales
1:44:86 Kenneth Dundas, Arbroath
1:45:43 John Lambregts, The Netherlands

DIZZY LAND

1:35:83 Kevin Seeney, Bury St Edmunds
1:36:20 John Lambregts, The Netherlands
1:36:43 Rob Pierce, Salisbury
1:36:83 Philip Longhurst, Sudbury
1:37:33 Jay Scott, Fort William

QUICKSAND VALLEY

0:13:30 Kevin Seeney, Bury St Edmunds
0:13:66 Chris Dawson, New South Wales
0:17:10 Rob Pierce, Salisbury
0:17:40 John Lambregts, The Netherlands
0:17:83 Kenneth Dundas, Arbroath

SILVER MOUNTAIN

0:14:53 Kevin Seeney, Bury St Edmunds
0:14:50 John Lambregts, The Netherlands
0:14:61 Philip Longhurst, Sudbury
0:14:63 Jan-Erik Spangberg, Sweden
0:14:86 Kenneth Dundas, Arbroath

NINJA LAND

0:22:93 John Lambregts, The Netherlands
0:23:06 Rob Pierce, Salisbury
0:23:73 Philip Longhurst, Sudbury
0:23:93 Kevin Seeney, Bury St Edmunds
0:24:50 Kenneth Dundas, Arbroath

ANIMAL LAND TRICK SCORE

5520 Robert Gallagher, Southampton
4884 Kevin Seeney, Bury St Edmunds
4352 Joe Young, Bickerton
2780 Mike Hutton, Kingswear
2794 Mike Brear, Wirral

Mario Kart 64



LUIGI RACEWAY

00:36:91 Arif Mollah, Rochdale
00:43:73 Adam Tucker, Great Yarmouth
00:48:24 Jon Burrows, Queensland
00:48:42 Caroline Fawcett, North Horncastle
00:49:64 Richard Dunn, New Leake

MOO MOO FARM

01:15:77 Jeffery Van der Aa, Netherlands
01:16:55 James Eyre, Leicester
01:18:74 Arif Mollah, Rochdale
01:19:26 Adam Tucker, Great Yarmouth
01:20:51 James Allsopp, Alveston

KOOPA TROOPA BEACH

01:20:86 Jeffery Van der Aa, Netherlands
01:23:17 James Eyre, Leicester
01:24:04 Adam Tucker, Great Yarmouth
01:24:48 Arif Mollah, Rochdale
01:27:81 Alan Dundas, Arbroath

FRAPPE SNOWLAND

00:25:33 Arif Mollah, Rochdale
00:25:34 Arthur van Dalen, Netherlands
00:27:45 Alan Pierce, Salisbury
00:27:72 Rob Pierce, Salisbury
00:29:57 Danny Dunn, New Leake

MARIO RACEWAY

00:18:80 Arif Mollah, Rochdale
00:27:79 Adam Tucker, Great Yarmouth
00:49:38 David Park, Hebburn
00:51:47 Caroline Fawcett, North Horncastle
00:53:62 Jon Burrows, Queensland

WARIO STADIUM

00:18:32 Jeffery Van der Aa, Netherlands
00:18:84 Arif Mollah, Rochdale
00:19:68 Aaron Norris, Western Australia
00:21:22 Richard Dunn, New Leake
00:22:03 Rob Pierce, Salisbury
00:22:17 Danny Dunn, New Leake

CHOCO MOUNTAIN

01:46:08 Jeffery Van der Aa, Netherlands
01:57:96 James Eyre, Leicester
01:00:56 Richard Dunn, New Leake
01:02:98 Arif Mollah, Rochdale
01:20:74 Adam Tucker, Great Yarmouth

ROYAL RACEWAY

01:19:75 Jeffery Van der Aa, Netherlands
01:24:49 Arif Mollah, Rochdale
01:27:43 Adam Tucker, Great Yarmouth
01:47:73 Jon Burrows, Queensland
01:55:76 James Eyre, Leicester

KALAMARI DESERT

00:50:70 Jeffery Van der Aa, Netherlands
01:01:43 Arif Mollah, Rochdale
01:09:01 Adam Tucker, Great Yarmouth
01:20:65 James Eyre, Leicester
01:23:84 Jon Burrows, Queensland

YOSHI VALLEY

00:34:83 Stacy Needham, Bicester
00:34:88 Aaron Norris, Western Australia
00:35:19 Danny Dunn, New Leake
00:37:64 Arif Mollah, Rochdale
01:00:94 Jeffery Van der Aa, Netherlands

RAINBOW ROAD

04:04:92 Adam Tucker, Great Yarmouth
04:04:70 Arif Mollah, Rochdale
04:07:39 Jamie Eccles, California
04:15:95 Alan Dundas, Arbroath
04:18:57 Charles Nuttall, Oldham

BANSHEE BOARDWALK

00:52:31 Jeffery Van der Aa, Netherlands
00:58:76 Jon Burrows, Queensland
01:20:52 Adam Tucker, Great Yarmouth
01:47:28 Arthur Van Dalen, The Netherlands
01:53:66 James Eyre, Leicester

DONKEY KONG'S JUNGLE PARKWAY

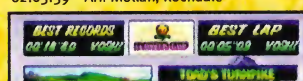
00:28:81 Arif Mollah, Rochdale
00:29:03 Aaron Norris, Western Australia
00:31:28 Jeffery Van der Aa, Netherlands
00:31:94 Danny Dunn, New Leake
00:35:01 Rob Pierce, Salisbury

SHERBET LAND

01:35:89 Jon Burrows, Queensland
01:41:19 Adam Tucker, Great Yarmouth
01:43:24 James Eyre, Leicester
01:44:20 Arif Mollah, Rochdale
01:51:69 James Eyre, Donington Le Heath
01:53:24 Alan Dundas, Arbroath

BOWSER'S CASTLE

01:12:59 Jeffery Van der Aa, Netherlands
01:20:90 Adam Tucker, Great Yarmouth
01:58:95 Jon Burrows, Queensland
02:02:79 James Eyre, Leicester
02:03:39 Arif Mollah, Rochdale



TOAD'S TURNPIKE

01:35:52 Jeffery Van der Aa, Netherlands
01:43:33 Arif Mollah, Rochdale
01:45:53 Jon Burrows, Queensland
01:46:27 Adam Tucker, Great Yarmouth
01:46:63 James Allsopp, Alveston

Star Wars: Rogue Squadron

AMBUSH AT MOS EISLEY

00:35 Richard Dunn, New Leake
00:45 Arif Mollah, Rochdale
00:56 Jan-Erik Spangberg, Sweden
00:57 Darren Harris, Birmingham
01:01 Ben Webster, Millbridge

RENDEZOUS ON BARKHESH

05:10 Paul Nicholls, Coventry
05:13 Darren Harris, Birmingham
05:19 Richard Dunn, New Leake
05:19 John Brennan, Bicester
05:19 Ian Lawlor, Churwell

THE SEARCH FOR THE NONNAH

03:29 Arif Mollah, Rochdale
03:31 Richard Dunn, New Leake
04:11 Darren Harris, Birmingham
04:30 John Brennan, Bicester
04:36 Paul Nicholls, Coventry

THE JADE MOON

01:02 Richard Dunn, New Leake
01:15 Jan-Erik Spangberg, Sweden
01:17 Darren Harris, Birmingham
01:18 Arif Mollah, Rochdale
01:36 Paul Nicholls, Coventry

DEFLECTION AT CORELLIA

07:29 Jan-Erik Spangberg, Sweden
08:10 Arif Mollah, Rochdale
09:02 Chris Handley, Notts
09:09 John Brennan, Bicester

THE LIBERATION OF GERRARD V

02:23 Jason Lloyd Parsons, Llanggoed
04:04 Arif Mollah, Rochdale
04:04 Richard Dunn, New Leake
04:04 Jan-Erik Spangberg, Sweden
04:21 Karl Jobst, Australia

IMPERIAL CONSTRUCTION YARDS

01:51 Richard Dunn, New Leake
02:12 Arif Mollah, Rochdale
02:22 Philip Munt, Surrey
02:27 John Brennan, Bicester
02:31 Ian Lawlor, Churwell

ASSAULT ON KILE II

01:55 Richard Dunn, New Leake
02:39 Arif Mollah, Rochdale
05:55 Ian Lawlor, Churwell

RESCUE ON KESSEL

01:24 Richard Dunn, New Leake
01:24 Jan-Erik Spangberg, Sweden
03:31 Karl Jobst, Australia

01:34 John Brennan, Bicester
03:37 Paul Nicholls, Coventry
04:41 Oliver Lonsdale, West Bridgeford

PRISONS OF KESSEL

07:36 Richard Dunn, New Leake
08:31 Darren Harris, Birmingham
08:47 Arif Mollah, Rochdale
09:01 John Brennan, Bicester
10:03 Ian Lawlor, Churwell

BATTLE ABOVE TALORAAN

01:58 Arif Mollah, Rochdale
02:02 Danny Dunn, New Leake
02:24 Jan-Erik Spangberg, Sweden
03:03 Darren Harris, Birmingham
03:47 Ian Lawlor, Churwell

ESCAPE FROM FIST

05:29 Arif Mollah, Rochdale
05:29 Karl Jobst, Australia
06:21 John Brennan, Bicester

BLOCKADE ON CHANDRILA

04:48 Ian Lawlor, Churwell
05:05 Darren Harris, Birmingham
05:10 Arif Mollah, Rochdale
05:11 John Brennan, Bicester
05:25 Richard Dunn, New Leake

RAID ON SULLUST

01:25 Arif Mollah, Rochdale
01:43 Richard Dunn, New Leake
01:55 Darren Harris, Birmingham
02:54 Ian Lawlor, Churwell

MOFF SEERDON'S REVENGE

02:01 Arif Mollah, Rochdale
02:08 John Brennan, Bicester
05:50 Paul Nicholls, Coventry

THE BATTLE OF CALAMARI

02:37 Richard Dunn, New Leake
03:07 Jan-Erik Spangberg, Sweden
03:11 Arif Mollah, Rochdale
03:20 Darren Harris, Birmingham

BATTLE OF HOTH

02:49 Jan-Erik Spangberg, Sweden
03:16 Arif Mollah, Rochdale
03:18 Danny Dunn, New Leake

THE DEATHSTAR TRENCH RUN

01:54 Richard Dunn, New Leake
01:56 Jan-Erik Spangberg, Sweden
01:58 Ben Webster, Millbridge
01:58 Arif Mollah, Rochdale
02:16 John Brennan, Bicester

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SCOREZONE CHALLENGE

Apparently nobody has managed to finish *Resident Evil 2* yet, so last months challenge still stands. All you've got to do is send us your fastest completion time for scenario A of *Resident Evil 2*, playing as the lovely Claire Redfield.



Fighter's Destiny

RECORD ATTACK: FASTEST

01:18:12 Darren Harris, Birmingham
01:20:60 Gavin Deadman, Biggin Hill
01:20:91 Ben Atkinson, Newcastle-Upon-Tyne
01:23:64 Mark Hughes, Birmingham
01:33:82 Jan-Erik Spangberg, Sweden

RECORD ATTACK: RODEO

7:44:55 James Eyre, Leicester
6:58:30 Nicholas Davies, Longfield
5:26:35 Jon Quarrie, Stapleford
2:55:24 Paul Culshaw, Welwyn Garden City
2:18:74

RECORD ATTACK: SURVIVAL

229 wins Russell Murray, Bournemouth
101 wins Gavin Deadman, Biggin Hill
100 wins James Eyre, Leicester
100 wins Darren Harris, Birmingham
93 wins Nicholas Davies, Longfield

Tetrisphere

RESCUE

259549700 Joel Smith, Springfield, Australia
145032800 Jay Scott, Fort-William
107614300 John Lamberts, The Netherlands
82047300 Gavin Brennan, Claremorris
78621700 Barbet Koolmees, The Hague, Holland

Chameleon Twist

JUNGLE LAND

03:11 Luke Sutton, South Australia
03:15 Robert Gallagher, Southampton

ANT LAND

09:27 Robert Gallagher, Southampton
09:45 Cath Davies, Wigan

Blast Corps

DIAMOND SANDS

1:58:0 Mark Nicol, Western Australia
2:53:6 Luke Sutton, Australia

OYSTER HARBOUR

2:55:5 Mark Nicol, Western Australia
3:26:5 Luke Sutton, South Australia

SIMIAN ACRES

01:4:5 Mark Nicol, Western Australia
0:14:4 Luke Sutton, South Australia

MOON

2:23:0 Mark Nicol, Western Australia

VENUS

2:21:5 Luke Sutton, Australia

Star Wars: Episode One Racer

ANDO PRIME CENTRUM

3:33:629 Darren Harris, Birmingham

BEEDO'S WILD RIDE

3:34:998 Darren Harris, Birmingham

BOONTA TRAINING COURSE

01:53:644 Darren Harris, Birmingham
01:53:851 Luke Sutton, South Australia

EXECUTIONER

5:00:653 Darren Harris, Birmingham

MALASTARE 100

2:14:014 Darren Harris, Birmingham

MON GAZZA SPEEDWAY

0:51:297 Darren Harris, Birmingham

SCRAPPER'S RUN

2:26:855 Darren Harris, Birmingham

VENGEANCE

4:18:857 Darren Harris, Birmingham

THE ULTIMATE PLAYER!



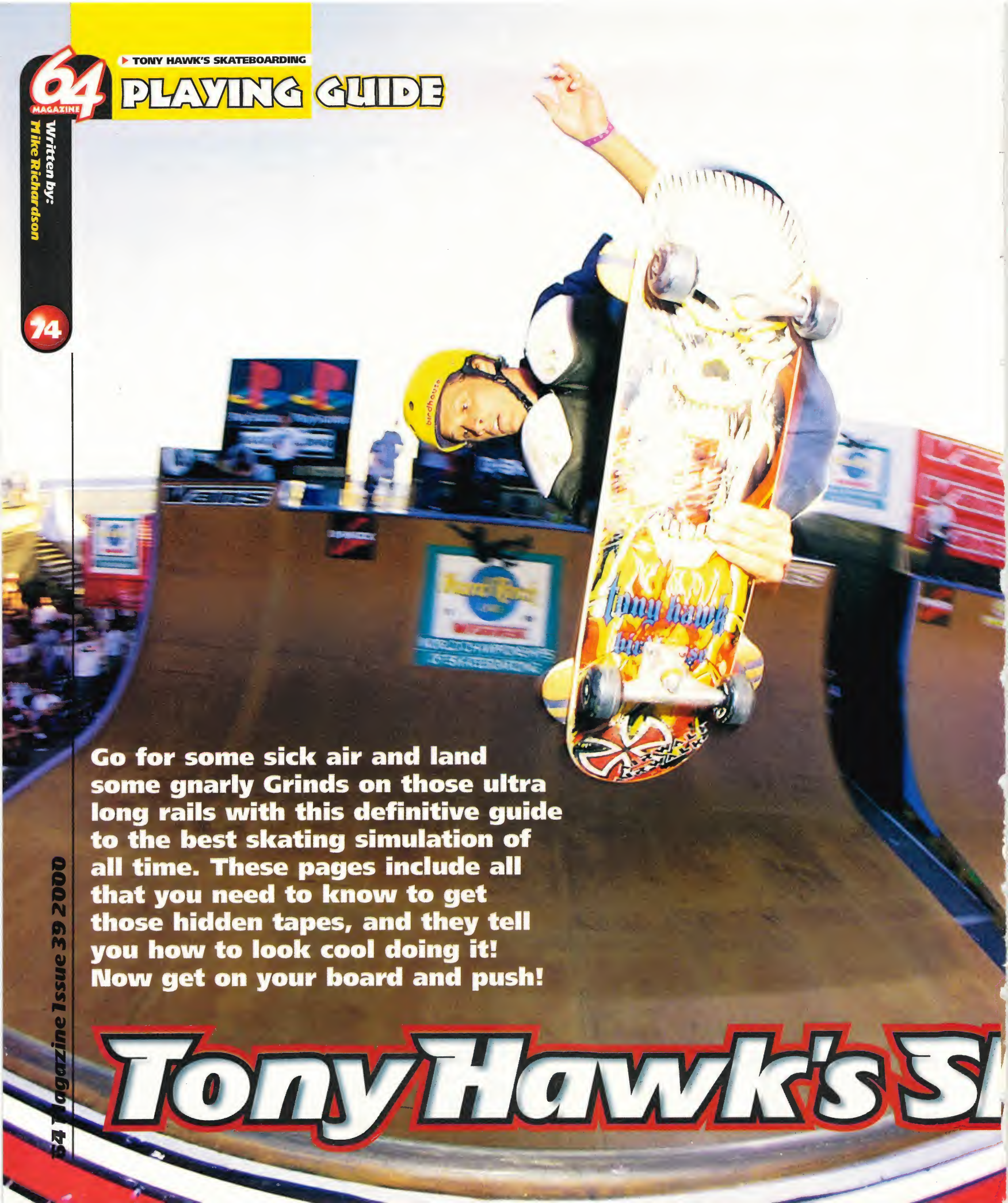
There can be only one! Well, only one a month anyway. Every issue, the Scorezone gaming champion

who picks up the coveted accolade of Ultimate Player, wins themselves a rather spiffy Top Drive 3-in-1 Steering Wheel from Logic 3! This cool piece of kit is compatible with your N64 (obviously) but also works with the PlayStation and the now antique Sega Saturn, so it's perfect for anyone flirting with more than one format.

Any readers not quite adept enough to make Ultimate Player can get the Top Drive wheel for £44.99 from Logic 3 on (0208) 902 2211!

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A full-page photograph of Tony Hawk performing a trick on a skateboard ramp. He is wearing a yellow helmet with 'birdhouse' written on it, a black and white shirt, and a purple wristband. His skateboard is decorated with a 'Tony Hawk' graphic and a red cross logo. The ramp is dark wood with various stickers, including a 'Pepsi' logo. The background is slightly blurred, showing a crowd of spectators.

Go for some sick air and land some gnarly Grinds on those ultra long rails with this definitive guide to the best skating simulation of all time. These pages include all that you need to know to get those hidden tapes, and they tell you how to look cool doing it! Now get on your board and push!

Tony Hawk's Sk



Tips

You only have two minutes to attempt each level, so on the later courses you need to concentrate on getting one tape at a time, rather than all of them at once. If you can get two or three in one try then all the better!

Controls

Here are the controls you'll need to make those tricks.

Analogue Stick	Control skater
A Button	Advance through menus
B Button	Go back through menus
C ◀ Button	Kickflips
C ▶ Button	Grabs
C ▲ Button	Grinds
C ▼ Button	Ollie
Z Button	Spin left
L Button	Spin left
R Button	Spin right
Start Button	Begin game
D Pad	Control skater

▼ and ◀	Sex Change/Varial
◀	Kickflip
▲ and ◀	Kickflip To Indy
▼ and ▶	360 Flip/Front Foot Impossible

Grinds

To perform a Grind use C Up and press one of the following directions:

▲	Nose Grind
▲ and ▶	Crooked Grind
▶	Boardside
▼ and ▶	Smith GRind
▼	5-o Grind
▼ and ◀	Smith Grind
◀	Boardside
▲ and ◀	Crooked Grind
No Direction	50-50 Grind

Handplant

To perform a handplant when you go up a ramp, push up and hold C Up. Remember to release the button as you come back down again, or you'll fall over.



Tips

Even if you're only skating to get from A to B to reach a goal, try to perform lots of tricks on the way. Use Ollies, Fastplants and Kickflips to Grinds to rack up some serious points. Remember the more moves you can link together the better!

Basic Moves

Grabs

To perform a grab use C Right and press one of the following directions:

▲	Japan Air
▲ and ▶	Rocket Air
▶	Indy Nosebone
▼ and ▶	Benihana
▼	Tailgrab
▼ and ◀	Stalefish
◀	Method
▲ and ◀	Madonna

Kickflips

To perform a Kickflip use C Left and press one of the following directions:

▲	360 Shove It
▲ and ▶	Hardflip/Fingerflip
▶	Heelflip
▼	Impossible

Tony Hawk

Arguably the most influential skateboarder of all time, Tony has forgotten more tricks than most people learn in a lifetime!

Ollie	3
Speed	7
Air	7
Balance	4



Special Tricks

360 Flip To Mute	▼, ▶, C ◀	1500
540 Board Varial	◀, ◀, C ◀	2000
Kickflip McTwist	▶, ▶, C ▶	4000
The 900	▼, ▼, C ▶	8000



Skating Jargon

If you want to make it in the world of *Tony Hawk*, you'll need to learn the lingo. Get familiar with these terms and then go out there and skate!

Fastplant

A high jump, by holding the front of the board it's possible to land upon ledges high above you.

Getting Air

As in making a long high leap from a ramp or ledge.

Grab

A trick which involves grabbing the edge of the board with your hand.

Grind

Riding the boards momentum along a rail or ledge, without using the wheels.

Half Pipe

Two ramps which join together to make a gutter-like semi-circle you can trick in.

Handplant

Usually performed on the lip of a pipe. The skater performs a one-handed handstand while balancing the board on his raised feet. A difficult move!

Kicker

A small ramp which can provide you with just enough air for a trick.

Kickflip

A trick which involves spinning the board around underneath your feet.

Ollie

A basic jump, kicking the back of the board as you jump brings the board up with you.

Planter

This is a concrete ledge which provides a perfect Grinding area.

Transfer

Leaping from one main skating section to another (e.g. from a pipe onto the main skating floor).

Vert Ramp

Like a half pipe, but with huge Vertical drops on either side!



Bob Burnquist

His unique style makes Bob one of the most exciting and original skaters to come down the pike in decades.

Ollie	4
Speed	6
Air	6
Balance	4



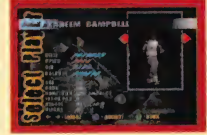
Special Tricks

One Footed Smith	►, ►, C ▲	Varies
Burntwist	◄, ▲, C ▲	Varies
Backflip	▲, ▼, C ►	4000

Kareem Campbell

This young skater has developed a smooth metropolitan style, reflecting her mastery of real street settings.

Ollie	7
Speed	4
Air	4
Balance	6



Special Tricks

Casper Slide	▲, ▼, C ▲	Varies
Kickflip Underflip	◄, ►, C ◄	1500
Frontflip	▼, ▲, C ►	4000

Rune Glifberg

Originally from Denmark, Rune is skilled on all terrain and comfortably dominates wherever he chooses to ride.

Ollie	4
Speed	7
Air	7
Balance	3



Special Tricks

Front-Back Kickflip	▲, ▼, C ◄	1575
Christ Air	◄, ►, C ►	2100
Kickflip McTwist	►, ►, C ►	4000

Bucky Lasek

This man is easily half a step ahead of skateboarding's norm, thanks to his apprenticeship on rough skating structures.

Ollie	5
Speed	7
Air	6
Balance	3



Special Tricks

Varial Heelflip Judo	▼, ▲, C ◄	1500
Fingerflip Airwalk	◄, ►, C ►	2000
Kickflip McTwist	►, ►, C ►	4000

Chad Muska

This exuberant professional's skills, express his all-round enthusiasm for the sport of skateboarding in general.

Ollie	6
Speed	4
Air	4
Balance	7



Special Tricks

360 Shove It Rewind	►, ►, C ◄	1500
Frontflip	▼, ▲, C ►	4000
One Foot 5-o Thumpin'	►, ▼, C ▲	Varies

Andrew Reynolds

Reynolds holds super-hero status because of his willingness to throw himself off and over gigantic gaps, staircases and rooftops.

Ollie	6
Speed	5
Air	3
Balance	7



Special Tricks

Triple Kickflip	◄, ◄, C ◄	1500
Backflip	▲, ▼, C ►	4000
Heelflip to Bluntslide	▼, ▼, C ▲	Varies

Geoff Rowley

One of the top British skateboarders, Rowley is a smooth operator who runs exclusively on handrails and huge staircases.

Ollie	7
Speed	5
Air	3
Balance	6



Special Tricks

Double Hardflip	►, ▼, C ◄	1500
Backflip	▲, ▼, C ►	4000
Darkslide	◄, ►, C ▲	Varies

Elissa Steamer

The leader in female skateboarding, she made the cut against the big boys in The Skatepark of Tampa Pro Contest!

Ollie	6
Speed	4
Air	5
Balance	6



Special Tricks

Primo Grind	◄, ◄, C ▲	Varies
Judo Madonna	◄, ▼, C ►	1500
Backflip	▲, ▼, C ►	4000

Jamie Thomas

Throughout his time as a skating pro, Thomas has made half a dozen videos on his favourite sport... skateboarding!

Ollie	5
Speed	5
Air	4
Balance	7



Special Tricks

One Footed NoseGrind	▲, ▲, C ▲	Varies
540 Flip	◀, ▼, C ▶	1500
Frontflip	▼, ▲, C ▶	4000

Officer Dick

Although partial to a bit of boarding himself, hidden skater Officer Dick has dedicated his life to busting all the illegal skaters of the world!

Ollie	6
Speed	6
Air	6
Balance	6



Special Tricks

Assume The Position	◀, ◀, C ▶	1575
Yeehaw Frontflip	▼, ▲, C ▶	4000
Neckbreak Grind	◀, ▼, C ▲	Varies



Tips

Unless there's an obvious reason to stop and take in the scenery, try to keep moving at all times. Standing still isn't going to get you any points and as your skater isn't going to run out of breath, so can't it as much as you can!

Level One

Setting: Warehouse
Location: Woodland Hills

Tape One - Smash Five Boxes

Box 1

Turn your board to the right as soon as the level begins and you'll find the first box. Slow down to stop yourself descending the ramp ahead.

Box 2

Go down the ramp and past the long rail at the end. In front of you on top of a small outcrop, you will see the second box. As you ride up the ramp to this, hold up to make sure you grab it.

Box 3

Behind the half pipe (from where you entered the level next to the taxi) is a ledge with a small rail on top of it. In front of this lies the third box, simply jump up to smash it.

Box 4

On the other side of the warehouse, past the rail and next to the two Vert Ramps, there is another long ledge which runs along the wall. The fourth box is in the corner, jump up to get it.

Box 5

Opposite the Vert Ramps in the back corner of this level lies the final box. You will need to hold Up as you go up the ramp to get to this one, just make sure you stay to the right near to the wall for a guaranteed hit.

Tape One - Collect SKATE

S

Jump over the gap between the two Vert Ramps next to the water to collect the first letter.

K

On the taxi side of the halfpipe (above the ramp running around the outside of the room) sits the second letter.

A

The third letter is right next to number two, sat on top of the boarded up taxi.

T

The fourth letter is hanging over the halfpipe, you'll need quite a bit of speed to get it, use the ramps on either side to get a run up.

E

The final letter is sat right next to the final box (box5) just waiting to be picked up.

Tape Three - Hidden Tape

The hidden tape for this level is in a room covered in glass, hanging from the ceiling above the half pipe. From the start turn and go down the ramp on the right and when you get to the bottom, instead of going into the halfpipe turn sharp right 180 to go up the ramp in the corner of the room. Jump off the lip of this ramp to get as much height as possible, then go back down again aiming to go over the top of the centre of the halfpipe. If you're lucky you should go through the secret room, over the half pipe and collect the tape. If you miss just try again from the other side!

Tape Four/Five - Hi Score /Pro Score

Once you've learnt the mechanics of the game and practised a few of your character's special tricks, getting the basic Hi-Score should be easy. Just try and stick to the pipe and perform a nice variety of tricks to pass the 5,000pt score very quickly. While the Pro-Score is a little more tricky, it's not exactly impossible - go for some of the fancy Gap points like Over The Pipe or Transitional Grind. If you keep adding plenty of rotations to those tricks you'll soon make the points up. The best trick to go for is the special through the secret room. Remember to stick close to the wall and you'll even be able to land a Grind on the small rail at the far side of the halfpipe!

Level One - Gap Bonuses

'Big Rail'

Ride the full length of the long rail in the middle of the room and drop off the end.

'Over The Pipe'

Get plenty of speed up and go for a huge jump to clear the width of the pipe in one leap.

'Secret Room'

Go for Over The Pipe, but aim for where the Hidden Tape was and clear both the pipe and the secret passage without touching the floor!

'Kicker Gap'

Clear the gap between the two small Vert Ramps on the left-hand side.

'Transfer'

Leap out of the pipe and go down to the floor, or clear the ramp where Box 2 is in one go.

'Transitional Grind'

Gain speed in the pipe and then jump out towards the starting ramps and land a Grind on the ramp lip below.



Tips

Always add rotations to basic moves (using the shoulder buttons or the Z button) when using ramps or jumping off of higher ledges. A simple 50pt move can be multiplied several times with a couple of spins!

Level Two

Setting: School
Location: Miami

Tape One - Grind Five Lunch Tables

Table 1

As soon as you drop off the starting ramp, turn around to the left where you should see a table sat in-between the planters on either side of the courtyard.

Table 2

Head down the path to the poolside area, turning right immediately after the ramp at the bottom. You'll find the next table is in the corner.

Table 3

Follow the wall on the right and go down the pipe section to the main playground. You'll find there's a table on the left-hand side as soon as you come out of the pipe.

Table 4

Once you've hit Table 3, hang a hard right and head to the opposite corner of the playground to Grind on the penultimate table.

Table 5

Finally, skate straight across the ditch. The last table is sitting on the other side of the playground near the start, to the side at the bottom of the rail.

Tape One - Collect SKATE

S

From the start turn left and Grind your way down the handrail next to the steps. The is S on the way down.

K

Turn slightly left at the bottom and aim for the large Vert Ramps directly ahead, jumping over the gap to grab the K hanging above it.

A

Head off to the right and look for the graffiti wall in front of you. Follow the hazard-marked peaked rail just before it and you'll see the A sat on top.

T

Head down the long twisting pipe section towards the pool area. Use an

Ollie or two and get some height, flying up on the right and collecting the letter T from above the ramp.

E

Make another left as you enter the poolside area, then Grind along the short rail between the two pools to get the final letter.

Tape Three - Hidden Tape

The hidden tape for this level sits in mid-air, after the lip at the end of the long green covering over the steps. After you drop off from the start, head straight on and past the gym on your right, into the alley. Once in the alley follow it around to the right and go up the ramp you find there, onto the roof. On the rooftop you will see a long plank balanced on the edge. You need to jump off the roof to the left of this to land on the long metal covering over the steps. Now simply Ollie off the end to collect the hidden tape!

Tape Four/Five - Hi Score /Pro Score

It's important that you land a good trick from the starting slope, Grind on the small concrete planter below you (where you fell for the Gimme Gap). Then head down towards the pool area and get in the bowl near the large screen. From here you really can go mental, racking up some high aerial scores and pulling off pretty much any special trick. If Grinding is more your thing then stick around the area with the bridges, there are some long walls here, perfect for piling up the points.

Level Two - Gap Bonuses

'Gimme Gap'

Jump off the end of the starting slope and land a Grind on the planter below for the bonus.

'Handicap Ramp Rail'

Grind down the entire length of the rail where the S is, then drop off the end.

'Planter Gap'

Ollie onto a planter and jump over the gaps between the next one.

'Garbage Ollie'

Head down the dark back alley behind the gym, then cleanly jump over one of the dumpsters.

'Dumpster Rail Gap'

Grind the rail leading over the dumpsters at the entrance to the alley and Ollie over the gap, to Grind down the opposite rail on the other side.

'Ditch Slap'

Cross the width of the ditch in the main playground in one leap by using the small ramps on either side.

'Kicker Gap'

Jump the gap between the Vert Ramps in the main playground.

'Over A Footbridge'

Use the ramp at the end of the ditch to get some speed up and then turn around and drop into the ditch, hitting the slope to clear the bridge in one go.

'Playground Rail'

You can Grind along the top of the graffitied wall in the main playground by hitting the sloped boxes at either end at speed, and using an Ollie to land on the top.

'Roof 2 Roof'

Use the ramps on the top of the gym to Ollie up and Transfer over to the rooftop of the building opposite.





Tips

Apart from special Grinds and front/backflips, you can always add spins, Ollies or Fastplants to the front of all special moves. With concentration it's possible to get 1500, 4000 or even 8000pts moves multiplied several times over!



Level Three - Gap Bonuses

'Fountain Gap'

Climb the first escalator and jump onto the flagtop behind the directory. Ollie over the small gap and race down the narrow slope, hitting another Ollie and landing in the small gap in the fountain structure ahead.

'Fountain Gap'

Once inside the fountain, leap out of the other side and land on the strange-shaped sculpture to get another bonus.

'Planter Gap'

Ollie onto the small seat blocks below the first escalator and jump over the gaps between them.

'The Flying Leap'

After you complete the Fountain Gap leaps and reach the top level (or climb the second escalator) go full pelt at the barrier ahead and Ollie over it, flying over and down to the floor below.

'Coffee Grind'

Grind all the way along the massive rail that runs past the fountain outside the coffee shop.

'Going Up Gap' / 'Going Down Gap'

Enter the lift area and run up the ramps by either lift, using them to jump over the gap and land on the opposite ramp. The left ramp gives the 'Up' bonus while the right one offers the 'Down' bonus.

'Over a 16 Stair Set'

Skate to the left of the second escalator and hit a huge Ollie over the flight of stairs there – you have to clear them all to get the bonus.

Level Three

Setting: Shopping Mall

Location: New York

Tape One - Smash Five Mall Directories

Directory 1

Ride to the bottom of the parking area and smash through the glass into the mall. Now climb the escalator in front of you, to find the directory at the top.

Directory 2

Try to take the double Fountain Gap jump route – you'll crash straight through the second directory at the top. Otherwise, you'll need to climb the second escalator half way through the mall and then turn around to find the next directory.

Directory 3

Drop down to the floor where the pond is, sticking closely to the left-hand side. Here you'll find the next directory sitting at the end, just before the drop down to the escalators leading into the garden area.

Directory 4

Jump down the next escalator and clear the small ramp around the corner. Now Ollie up onto the short ledge ahead and crash through the directory you find there in front of two huge rails.

Directory 5

The last directory lies in the outside garden area – skate straight between the trees and over the pond in the centre, before smashing it to claim the tape.

Tape One - Collect SKATE

S

Skate down the ramp to the main mall area and Grind down the last handrail on the left. Now get the letter, smashing through the glass to enter the mall.

K

Ignore the escalator and head to the right – the K is sitting on the edge of the bushes near the fire escape. It's on top of a tasty planter waiting to be ground.

A

Drop down to the lowest level near the lifts and Grind along the left-hand rail over the pond in the mall to collect the A along the way.



Jump down the third escalator and turn left, jumping up onto the ledge where the fourth directory is and Grinding the lower rail for the T. If you miss the Grind you can collect the letter from the floor below.

E

Race through into the open section and hit the ramp over the small pond, Ollie as high as you can to jump into the final letter and complete SKATE.

Tape Three - Hidden Tape

One of the more difficult tapes in the game, this is hidden above the pond in the centre of the mall at the end of a long rail. It may take a few attempts, but it can be done. Once you get into the mall stick to the far right hand side and go past the bushes where you got the letter K. Just past this is a row of shops on the right with a car parked in front and a Kicker leading over the car. Jump the car staying as far to the right as possible then turn slightly to the left to cut across the ramp at the end, all the time keeping your Ollie charged. Leave jumping to the last minute and quickly go for a Grind. If you're lucky you will land on the rail above the pond. Now all that's left to do is to keep your balance all the way to the end before jumping off to collect the hidden tape! Remember to jump at the end or else you will miss the tape.

Tape Four/Five - Hi Score /Pro Score

Get through the mall as quickly as possible, performing as many tricks on the way as you can until you reach the outside gardens area. As you head this way make sure to hit the coffee Grind switching as many times as possible along the rail for maximum points. Once in the garden area use the ramps leading up to the trees at the side to get some big air, then perform a trick in the air before landing a Grind along the outside wall. If you jump off before you reach the end you will never crash, so keep doing this over and over again to get the pro tape!



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Level Four

Setting: Windy City Slam

Location: Chicago Municipal Skatepark

It might take a few turns at first, but this is the ideal place to perfect your special tricks and favourite combos while

gaining a gold medal. To be assured of winning the tournament simply stick to the Vert Ramp in the corner to get the most area and just keep tricking. However, if you want to go for some seriously high points to get you 98% and above, explore the entire level. You'll get the best points if you manage to perform a good variety of tricks on every possible object, especially if you throw in a few of the special gaps here and there to wow the judges! The best gap to go for is the Grind along the rafters. This does require a lot of speed but if done successfully it can provide massive scores, once up there it's a good idea to link a few tricks together and keep the Grind going for as long as possible. For a massive trick score try and keep the Grind going until you get above the pool, drop into here from the rafters and you can link an Acid Drop into the bargain! You cannot afford to fall over more than three times on each run on this tournament.

Level Four - Gap Bonuses

'Over The Box'

Clear the sloped box to the left of the rail, just outside of the pipe.

'Over The Rafters'

A tricky gap – get some speed up and Transfer into the pipe via the outside ramp, leaping high with an Ollie to clear the metal girders above.

'Rafter Rail'

Head towards the Vert Ramp and use the ramp on the outside of this to fly up into the rafter. Hold the Grind button to land the rail.

'Pool to Ledge'

Use the pool in the corner of the level to jump up onto the long ledge running along beneath the windows, to make this easy gap.

'Acid Drop'

The opposite of Pool to Ledge, skate along the ledge at the side of the room next to the windows and jump off and into the bowl for a demon gap.

'Pool Lip'

Drop into the grey pool on the right and speed up a little before making an Ollie and jumping up, Transferring over the small outcrop of concrete with the metal pillar on it.

'Wall Gap'

Use the nearby slope to jump up and over the higher section of the rail sitting directly in front of where you start the level.

'Kicker to Vert'

Come off the Vert Ramp at an angle, for this transitional gap.

'Whoop Gap'

Simply get up loads of speed to clear the full length of the two rails off to the side of this level, for an easy gap.

Level Five - Gap Bonuses

'Car Plant'

Ollie over any of the moving taxis that you see as you skate around the level.

'Car Ollie'

Ollie over any of the parked cars that you pass as you skate around the level.

'Kicker Gap'

Clear either of the two Vert Ramps that sit in front of you at the start and land safely.

'Kicker 2 Street'

Turn around at the start and race forwards, using the Vert Ramps to Ollie up and land on the street level above.

'Cheesey Deck Gap'

Use the nearby ramp to get some speed and then leap the corner of the triangular block with the 'No Skating' sign on top.

'BS Gap'

Cleanly jump over any of the bus stops in the level without breaking the glass, you can even Grind along them for extra points.

'T2T Gap'

Climb the ramp leading up the back of the truck in the far left corner of the level and leap through the glass into the tunnel beyond.

'Secret Tunnel Entrance'

Use the ramp to the left of the Truck Ramp to get some speed and then turn around and hit the ramp behind you to fly up and through the glass into the tunnel above.

'Roof 2 Roof'

Enter the rooftop ramp area by means of the overhead tunnel. Build your speed up on the right-hand side before racing off the ramp on the left and over to the rooftop pool opposite.

Sign 5

Turn left at the large Truck Ramp in the corner and head for the large glass building. This where the last sign waits for you, outside in the middle of a stepped area.

Tape One - Collect SKATE

S

Hit the Vert Ramp just ahead of you at the start and aim slightly right, towards the ledge at the side. From this ledge, Ollie off the ramp at the end and Grind along the rail on the wall. Now jump up again and collect the letter hanging in the air above the road.

K

Take a left turn and head into the fountain area. Keep the speed up and hit the slope at the base of the fountain to Ollie up and over the fountain. Collect the K hanging over it as you go.

A

Leave the fountain area the way you came in and head straight up the slope on the left - the one covered with loads of rubbish. Skate past the glass-fronted building on the left and then Ollie up onto the wall ramp on the left. The A is on the wall here.

T

Use the ramp on the back of the raised Truck to enter the tunnel in front, which leads up to the rooftops – the T is around the corner inside the tunnel.

E

Drop back down to road level and skate away from the glass building. Hit the first ramp on the right to Ollie up and then Grind along the high rail for the final letter. If you can't find this rail just skate back to where you started, as the E lies directly above where you first entered the level!

Tape Three - Hidden Tape

The hidden tape on this level is suspended in mid-air between two roof tops, getting it should be all in a days work for a professional skater! From the start turn around and use one of the Vert Ramps to get up onto the street behind you. Turn left as you land and follow the road along, watching out for taxis as you go. Once you reach the truck with the ramped back use it to Ollie up into the corridor which leads up onto the rooftops. At the top turn slightly left and skate over the mini-ramp into the rooftop ramp area. Get some speed up on the right-hand side and then race at top speed towards the gap behind you – you'll fly off towards the opposite rooftop and collect the tape hanging in the air... if you travel far enough that is!

Level Five

Setting: Downtown

Location: Minneapolis

Tape One - Smash Five 'No Skating' Signs

Sign 1

Ride out of the starting alleyway and turn left slightly, heading into the fountain area. You'll knock down the sign as you enter.

Sign 2

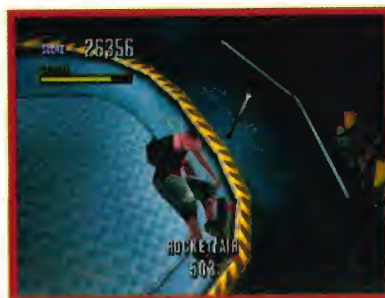
Turn left inside the fountain area and exit up the ramp on the other side, knocking down another sign on the way out.

Sign 3

Immediately outside of the fountain area, hit the ramp in front of you and Transfer onto the top of the triangular block. You'll now find the next sign in the centre.

Sign 4

Drop down on the other side and continue around the street – there's another sign on the right a little further along. This sign can also be smashed by turning round at the start and leaping up onto the level above using the Vert Ramps.



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Tips

If you're using a pipe or ramp and need to recover from a fall to get some speed, use a Handplant. Whatever you do don't overdo it though, if you hold it for too long you'll just end up on the floor again!

Tips

Learn your favourite places for super combo tricks and big moves, so that if you're lacking in points you can make up some of the distance easily. If you're good in the air for example find a nice bowl to stay in for a while.



Tape Four/Five - Hi Score /Pro Score

The best place to go to rack up scores on this level is the rooftop with the pool on it, here you can go for as many big airs as you want without any fear at all of traffic getting in your way. On your way to this make sure you do as many tricks as possible and hit as many gaps as you can to ensure no time is wasted. The Kicker 2 Street gap will provide you with some fast points and quicker access to the roof and if you can manage to Grind all three rails in the tunnel leading to the roof there's another gap waiting. The most points however can be obtained with the roof to roof jump, just go as mad as you can and pull off as many grabs, kickflips and twists as possible before you land - but watch your landing you wouldn't want to bail out at the last second now would you!

Level Six

Setting: Downhill Jam
Location: Phoenix

Tape One - Open Five Valves

Valve 1

Skate down from the start and Ollie up on the first ramp to the right. Grind as you land, to hit the huge double rail sticking out the top and turn on the first valve.

Valve 2

Quickly drop down and turn left, ignoring the first arrow ramp. Head up the second instead and catch the valve as you Ollie off to the rail running along the rock ahead.

Valve 3

Stick to the left-hand wall and use the ramp just before the pipe to the left to reach a rail above - Grind along it to hit the third valve dead on.

Valve 4

Drop into the pipe and skate down at full pelt past the first rock pillar. Move back into the middle of the course and Ollie up from the shallow ramp in front of you, to land upon the high-up rock pillar and hit Valve 4. You can also get this Valve by skating at it from the opposite direction.

Valve 5

At the bottom of the course take the left route down the ramp, just after the shallow pool of water. Stick to the right-hand wall and jump quickly to catch the last valve before you reach the finish. If you miss, turn around and try again.

Tape One - Collect SKATE

S

Ignore all the other obstacles at the start and ride up the left-hand side of the first arrow ramp, then Ollie up to collect the S hanging in the air at the side.

K

Continue down the course past the large rock, arch and turn right immediately after it to see another ramp. Hit it and Grind along the large double rail above (just in front of the half pipe) to get the K.

A

Drop down into the pipe and go back and build up some speed. Hold forwards to jump onto the top of the right-hand side, then skate up to the top and use the mini-ramp there to get the A. You can also use the third valve rail to get to this area. Just make sure you don't fall into the water when collecting the letter!

T

Swerve around the rock pillar with Valve 4 on top, getting back into the centre of the track to hit the small ramp there. You'll fly up and grab the T out of the air.

E

This is the toughest to get - use the wall ramps just past the shallow pool of water to get some height, then Ollie up on the right as high as you can holding down C Up to Grind. You should land on a rail high above; don't fall off though because the E sits halfway along.

Tape Three - Hidden Tape

The hidden tape on this level sits on top of the huge pillar at the centre of the level, far from the easiest of places to reach. To get to it will take you more than one attempt. Ride down the course and use the ramp on the left (just outside the pipe) to reach the rail above. Grind along it. Go past Valve 3 to the other side, then follow the ledge and Grind along the next rail to the opposite side of the outlet. Keep your speed up and use the wall ramp to clear the gap over the drain. Now go towards the rocky ledge ahead and Ollie up onto it. Skate right to the other side of the outlet and clear the next drain gap using the wall ramps. Finally race along the concrete straight and hit an Ollie off the end, to land a Grind on the rock pillar and collect the hidden tape on top. Phew!

Tape Four/Five - Hi Score /Pro Score

This is relatively easy considering that there's a whopping great pipe placed in the middle of the course! Pull off some snazzy moves at the start using the ramps and double rails to get your special meter up to maximum before hitting the pipe. Use a wide variety of tricks and add spins constantly to multiply the value of even the lowest-scoring moves. You'll pass the Hi-Score with ease and reach the Pro-Score by the end of the two minutes... If you don't fall over! For the highest points and almost an instant Pro score tape off one trick, land a Grind on the rail where you collected the letter E then Grind all the way along changing tricks at least three or four times. When you reach the end drop off (don't jump off) then Grind again on the rail below before quickly jumping off again for the Neversoft Gap.

Level Five - Gap Bonuses

'25ft' / '50ft' / '75ft'

After hitting Valve 4 ride down the rock slope into the tunnel below. Ollie up as you hit the yellow arrow ramp at the bottom to go flying - the further you travel, the more bonus you'll receive. Just keep twisting and grabbing whilst in the air for maximum points.

'Neversoft Electric Co. Gap'

Jump up and ride the length of the rail at the top of the final straight where the E is. Drop off the very end to get the points.

'Rail Gap'

Ride the full length of one of the two rails running over the big drop near the start of the level.

'High Rail Gap'

Ollie up off of the ramp (to the right near the pillars) to land a Grind on top of the advertising sign, on the wall over the gap.



PLAYING GUIDE



Level Seven

Setting: Burnside Asphalt Annihilation
Location: Portland

The stakes are higher in this tournament – you can afford to fall once or maybe twice as long as you recover quickly and score at least 20,000pts. To

Level Seven - Gap Bonuses

'Bridge Grind'

Use one of the nearby ramps to leap up to the top concrete girder and then Grind along it before dropping down for the points.

'Bridge Gap'

Get some speed up and then hit the arrow ramp near the Vertical pool to fly up over the concrete girder and land on the other side without touching it.

'Over The Tombstone'

Come out of the bowl with the eye painted in the centre and over the concrete block to ride over the Tombstone.

'Twinkie Gap'

In the centre of the open area on the far side of the arena (near the tall ramps) is a small bump in the floor, use this to jump into the square bowl for a Twinkie!

'Three Planters'

If you manage to Grind all three planters running along the back of this level in a row, the crowds will go wild.

Level Eight - Gap Bonuses

'Hubba Gap'

Ride out of the starting ramp and turn left, passing under the archway ahead and using the wall ramp on the right to get some speed. Now turn around and hit the small Vert Ramp to clear the concrete bridge in one jump without hitting it.

'Fountain Gap'

Skate past the main square with the Pagoda on your right and turn around to face the fountain. Ollie up onto it and ride along the length of it before jumping over to the raised ledge ahead for the bonus.

'Pagoda Gap'

Follow the ledge after the Fountain Gap and continue around the outside of the buildings, until you eventually reach the top runway. Ride along it and Ollie off the end, falling down through the glass pagoda below to gain some extra bonus points.

'Ramp 2 Ramp'

Head up to Chinatown past Cop Cars 3 and 4 then hit the ramps under the A. Leap from one ramp to the other and collect the Gap Bonus.

'Street Gap'

Land the Ramp 2 Ramp and go slightly right, smashing through the window and landing on the street below – you'll get more bonus points for this simple move!

'Porch Gap'

Land the Ramp 2 Ramp and head left through the lantern-filled alley, leaping over the large steps to the concrete below.

'Down The Spiral'

Once you leap into the building containing the T, skate through the exit and Ollie up, then Grind quickly all the way down to the bottom of the ramp handrail, before dropping to the street.

'Car Plant'

Ollie over any of the moving vans or trams that you pass on your way around the streets.

'Rail 2 Rail'

Simply do two Grinds over both the rails in front of the building with the sun bowl inside.

'Over The Seven'

When Grinding along the steps in the square, Grind away from the fountain and when you get to where the steps bend, Ollie off of them to clear the seven steps on the far side!



do this you'll need some nifty trick combos. Make use of the pipe you start in. Leap up and land a Grind on the concrete girder above, jumping to avoid being knocked off. If you do well you can score in excess of 10,000pts in a single combo! Now concentrate on your biggest stunts and hitting the big 'Bridge Gap' trick to make up more than enough points and win the gold medal easily. For an absolutely massive score do a special move or at least one good move through the Bridge Gap then land a Grind on the lip of the ramp on the other side. This may take some practice but pull it off twice in each run and you're guaranteed a gold medal!

Level Eight

Setting: Streets

Location: San Francisco

Tape One - Trash Five

Cop Cars

Cop Car 1

Forget about skating forward at the start – instead turn immediately left to see the first car just below you. Jump down and Grind along the roof to blow it up.

Cop Car 2

Follow the road around at the bottom of the starting ramp to the left and skate along past the fountain to find another car sitting on the left-hand side of the road.

Cop Car 3

Race past the various buildings and the spiral ramp to the murder scene near Chinatown – there are two cop cars there waiting for you to make your mark on!

Cop Car 4

Sitting right next to Cop Car 3 at the murder scene.



Cop Car 5

Continue around the road until you're nearly back to the starting ramp. Just before you get there, you'll pass a coffee shop on your left where the last Cop Car is parked outside. Probably stocking up on his doughnuts!

Tape One - Collect SKATE

The quickest route to all the letters is to collect them out of order this time!

K

Climb the slope ahead at the start and follow the narrow railed walkway down to the bottom. Turn right quickly and smash the glass there to collect the letter behind it.

S

Drop to the street below and turn left, racing off the road and up the ramp ahead with the graffiti above it. You'll find the S sitting on the brow of the slope, at the top of some steps.

E

Go back to the road and continue round to the left, until you reach the building with two small fountains outside. Hit the ramp opposite to get some speed up and then race at it, Ollie up and smash through the glass. Use the large sun-bowl inside to Ollie up and collect the letter hanging high above.

T

Head along the street a bit further and use the slope next to the spiral ramp to Ollie up through the window into the room above. Collect the T before Grinding down the rail outside back to the road.

A

Finally, race up to Chinatown and hit either of the ramps there to fly up and grab the last letter from outside the





Tips

Each time you do a trick the value of that trick goes down. So to make sure you get the maximum possible points off each trick you perform, vary your moves as much as is physically possible.



Tips

Explore every possible area of each level to find hidden 'gaps' which can give you some of the biggest scores in the game. Best of all link a gap with a special move or a trick to get some truly massive scores.

theatre, making the Ramp 2 Ramp gap all into the bargain.

Tape Three - Hidden Tape

The hidden tape for this level sits on top of the Pagoda in the square. Although getting to the tape isn't too tough, actually collecting it requires precise aiming and excellent control of speed. Ride past the square and turn around to face the large fountain - Ollie up onto it and skate along it, jumping over the gap to the ledge on the building ahead. Follow the ledge round and jump another gap, then climb the long slope to the very top of the tower where a long wooden runway awaits. Keep the speed up and race all the way along the runway, then Ollie off the end and aim for the middle of the Pagoda below to grab the tape as you fall. Don't worry, you can't break your legs!

Tape Four/Five - Hi Score /Pro Score

The huge number of points needed here is quite a tall order, but it's not impossible if you really try. Get a

REALLY big combo to begin with on the long rail in front of you at the start - anything around 13,000pts can be considered good! Try to get as many gaps as possible on this level wherever you can, continually doing the Rail 2 Rail gap can give you the Pro Score tape by the time is up on its own! If you favour aerial tricks the best thing to do is to head straight for the sun bowl inside the room next to the Rail 2 Rail gap. Don't forget to do as many tricks on the way as you can. If on the other hand you prefer to make your money Grinding all the way simply hang around the square and use those massive steps to your advantage! Whatever you choose make sure you don't fall over too many times or you'll never make the 50,000pts needed for the Pro-Score!

Level Nine

Setting: Roswell Concrete Conspiracy
Location: New Mexico

This can be a tough contest to win, simply because you'll need to score in excess of 30,000pts without making

ANY mistakes in ALL three heats to have any chance of success! You could try to perform a wide variety of Grinds, Ollies and tricks... or you could just stick to the hidden bowl through the sliding doors in the back corner of the level. If you get your speed up here you can make the Channel Gap and the Pool Grind bonuses off a single trick. Just keep doing this again and again with different Grinds each time and that final gold medal will be yours in no time. Make sure that you don't stop tricking for a single second, time is short on this level. Once you've won first place you will be rewarded with the Officer Dick hidden character!



Level Nine - Gap Bonuses

'Channel Gap'

At the very back of the level, climb the brown ramp on the right and ride along the ledge to the left, jumping over the gap above the sliding hangar doors to the ledge opposite.

'Pool Grind'

Make it around most of the pool with your favourite Grind to be awarded this righteous gap.

'ET Grind'

Enter the door at the back of the level on the right and climb the slope to the next set of doors. Jump onto the rail behind them and Grind along, leaping the gaps and dropping off at the far end.

'BHouse Rail'

Turn left at the start and ride along to the rail above the ramp. Grind along all three sections to receive the bonus.

'Low Deck Gap'

Jump off the low ramp and over the long Grinding rail at the centre of the level and land on the low ramp on the far side for this gap.

'High Deck Gap'

A little more difficult than the Low Deck Gap, you need to get up a lot of speed for this one. Use the metal halfpipe on the far side of the level to get some high air, then hold up when you next head towards the centre of the arena, to completely clear the stage in the middle.



not nintendo

After the huge success of this section last issue (well, we liked it anyway) we've been absolutely inundated with cool stuff that people think we should cover. So this month we've actually extended the Not Nintendo pages! Keep your eye on this section for coverage of all the coolest movies, books, toys, gadgets and anything else that we think looks interesting – we all know the N64 is the greatest console on the planet, but here we'll keep you informed about all the best things Not Nintendo!

JAY AND SILENT BOB: CHASING DOGMA

Film director Kevin Smith once sold his entire comic book collection to make his debut film *Clerks*. Since then the film and its follow ups have been so successful he's been able to make his own comic based on the films. And what better comic to make than a Jay and Silent Bob masterpiece? If you've ever seen any of the Kevin Smith films (*Clerks*, *Mallrats*, *Chasing Amy* and *Dogma*) then these two comic characters need absolutely no introduction at all. The un-PC generation-X super-heroes Jay and Silent Bob are film stars like you've never seen before and now they've become immortalised as comic book characters the likes of which you'll never see again! Linking all of the films together and full of 'in' jokes the comic follows the two degenerates as they travel across America. Along the way they meet porn stars, thrash metal bands and even a super-intelligent monkey! Always bizarre and eternally funny this is a must for all Kevin Smith fans. *Chasing Dogma* is available from Titan Books priced £8.99.



ROAD CHAMPS: FINGER BIKES

If you despise skateboarding and refuse to buy in on the finger board craze, then check out these mad free-wheeling finger bikes. These are just perfect for devoted BMX riders who want to try out their tricks and turns in the safety and comfort of their own home. Best of all there's no chance of getting any cuts and bruises or being humiliated by your mates!

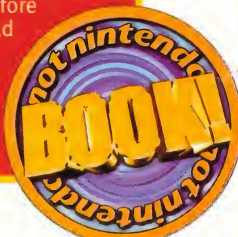
Like the finger skateboards, the bikes are made of highly detailed parts, all of which are interchangeable between the officially licensed bikes. With each bike you also get a tool for changing the parts and a nifty control mechanism. It can take some time to get used to, but with practice you'll be mastering all the tricks with little or no trouble.

The bikes come on their own or with activity sets which include a park bench, stair and rails, a rhythm section and a spined ramp section! The bikes on their own are £7.99 but if you want one of the activity sets with your bike they cost £12.99. Available from all good toy shops or call Storm Communications on (01494) 670444.



SUPERMAN: THEY SAVED LUTHOR'S BRAIN

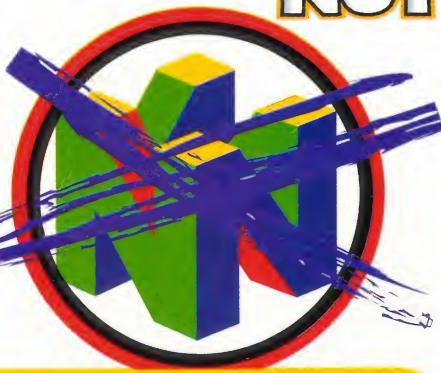
If you're not up on your comic book history then this may come as quite a shock – Lex Luthor is dead! Well *Superman* lovers everywhere will be pleased to hear that the Man of Steel's evil nemesis has been resurrected – at least part of him anyway. As you can probably guess bringing someone back from the dead isn't the easiest of things to do – even in a comic! So instead of a whole complete Luthor you just get his brain sitting in a jar! Lex Luthor the second rescues this pile of grey matter and lays claim to Luthor's inheritance. The always suspicious Clark Kent investigates and before you know it our hero in tights must save the world again! If you're a fan of *Superman* comics then you'll lap up this B-Movie affair as this reunion of arch rivals makes for a great read. *They Saved Luthor's Brain* is available from Titan Books priced £9.99.



WWF HEAD CRUSHERS

If there ever was the perfect item to take out unrelieved stress on, it's a WWF Head Crusher! These bizarre wrestler incarnations of the good old fashioned stress ball grunt and groan as you squeeze them. The vocabulary isn't exactly extensive, but it's great to hear The Rock's head scream and shout as you crush it into a pulp in the palm of your hand! Start beating up the pocket-sized bust and it cries for mercy, but let up and it starts to insult your wrestling skills! What better way could there be to take out all that unwanted aggression? Step up and 'Smell What The Rock Is Cooking'! The Undertaker, Rock and other head crushers are available from all good toy shops priced at a reasonable £5.99 or for your nearest stockist call Storm Communications on (01494) 670444.

ndo!



WWF MAXIMUM SWEAT WRESTLER

Fed up with your wrestling toys? Think they aren't realistic enough? Well you're in need of a sweating wrestler then! These superb *Maximum Sweat Wrestling* toys include the Edge, BA Billy Gun, the Undertaker, Ken Shamrock, Road Dog Jesse James and Stone Cold Steve Austin. For your pleasure each wrestler also includes some Slammin' accessories to inflict the maximum amount of pain on their unfortunate victims and of course the all important bottle of official Federation Sweat.

Unfortunately, this is just an empty bottle ready for you to fill up with water (or your own sweat should you want to!) but you get the idea. Basically each of the toys acts as a glorified water pistol but once full, instead of spraying the water it drips from holes around the body and neck. This gives your wrestler that authentic sweaty look as well as soaking the surface he's on! Each wrestler costs £12.99 and they're available from all wrestle-happy toy stores. If you can't

find them give Storm Communications a call on (01494) 670444.



THE IRON GIANT

If you're bored of your Disney and fancy something a little different, then look no further than *The Iron Giant*. A glorious adventure story set in the 1950's, this is a loose adaptation of Ted Hughes's classic children's tale which will appeal to kids and adults alike. The story follows a child (Hogarth Hughes) in Cold War America who rescues a gigantic robot which falls out of the sky. As you might expect a friendship forms and Hogarth tries to keep the gigantic steel-eating robot hidden from the world, and more importantly from the government who would like nothing better to get their hands on him! Voices for the characters include *Friends* star Jennifer Aniston and *Frasier* man John Mahoney. A magical adventure that's well worth the money at £14.99 from all video outlets.



PIKACHU BACKPACK

It was inevitable that at some point *Pokémon* would degrade itself into backpack territory. Let's face it, *Star Wars*, *Wallace and Gromit* and every other big brand has thrown a few of the bags onto the market, so why not *Pokémon*? If you're proud to be a *Pokémon* fan and wouldn't mind the world seeing these loveable creatures sitting on your back, then you're a very brave person! On the other hand, for the ultimate Game Boy accessory you can also get a mini *Pokémon* bag which holds the hand-held console perfectly. It may be Pikachu but it does look a hell of a lot better than any ordinary Game Boy leather case. Available from all good department stores and toy shops the *Pokémon* backpacks cost £19.99 and the *Pokémon* Game Boy bags will set you back £12.99.

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STAR WARS COMICS

The remaining films may be taking ages to come out, but that doesn't mean you can't get your daily fix of *Star Wars* without watching the holy trilogy over a pizza! Set between *Empire Strikes Back* and *Return of the Jedi* the first of these books, *Shadows of the Empire* introduces a new character to the world of *Star Wars*. That evil sinister figure is Xizor, who is fully intent on replacing Vader as the Emperor's right hand man. Who should get caught up in this battle of evils? Well none other than Luke of course, who is the desired prize for both Darth and new boy Xizor!

The second book *Shadows of the Empire: Evolution* is set just after *Return of the Jedi* and continues the story of the Xizor saga. This time the beautiful female assassin Guri is trying to continue his evil work and wipe out the rebels. Both are great reading if you're into your *Star Wars*. *Shadows of the Empire* is priced £11.99 and *Evolution* is £10.99 from Titan books.



LASER CHALLENGE 2000 WRIST BLASTERS

Does the idea of futuristic armed laser combat turn your lights on? Well, this may not be high-tech but Laser Challenge 2000 does mean that you can battle with your mates without having to carry around bulky over-the-top guns. These huge watches have a massive 30 metre firing distance, will let you know when an opponent has locked onto you and even have a watch/timer/date function built in. The only thing this watch laser can't do is cook you breakfast! Best of all the strap-on laser has a flip-up scope to help you target your mates.

These may not be as impressive as the bigger guns, but they're portable and just as much fun.

Laser Challenge 2000 is available at all good toy shops priced £19.99.



SUPA SPLAT

What more could you ask for from a toy than a mini all-purpose paintball gun? Paintballing for real can cost you anything from £40 a time but get this and you'll have unlimited play! Better still it doesn't even need a gas canister to run – instead you have to use nature's gas: simply breathe in and give a good puff! This does make the Supa Splat a glorified pea shooter but it's still immense fun to play with. Each gun comes with some all-important safety goggles and loads of paintballs, the packaging boasts being able to fire 16 balls in ten seconds! It would take quite some energy to fire off that many and it would make your face red, but it'd be fun doing it! The Supa Splat is available from all good toy stores priced £19.99.



FART MACHINE

If you had to pick some toys from your childhood which brought a smile to your face, then the Whoopie Cushion would have to be up there with the best of them. Well some bright spark out there has

decided to bring this classic toy bang up-to-date with an electronic remote control version! Place the aptly named fart machine under someone's chair or desk and wait for a suitably embarrassing moment before hitting the button for some truly hysterical gutter humour! Containing several different fart sound effects this has had quite some use in the office since it's arrival (much to Roy's annoyance!) Available from all good toy shops this will cost you £11.99.



DJ MACHINE

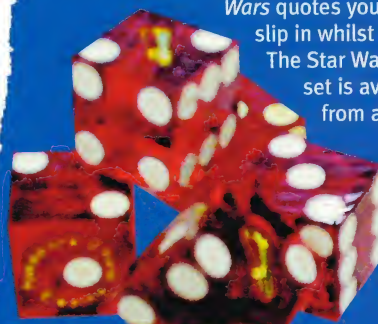
If you're a budding DJ or just plain want to annoy somebody then this keyring sized mini DJ Machine is just the thing for you. Just tap the needle to turn it on then spin the record to create some funky sounds and scratch that record. There's even techno and rap versions available to please all tastes! It may get on your nerves after a while but then again doesn't all techno music? Available from all good toy shops this devil disc is priced £4.99.



STAR WARS CHESS SET

The game of gentleman and scholars has been given an injection of adrenaline courtesy of the mass-merchandising blitz that is *Star Wars: Episode One*. If you know how to play chess and you're a fan of *Star Wars* then this is the obvious toy to get and if you're new to the classic game of logic and mental battling then the *Star Wars* chess set is the perfect opportunity to get into the game! Getting rid of the usual black and white pieces this set lets you play the historic good against evil *Star Wars* battle. Full of R2D2's, enemy droids, lightsabres and even regrettably a couple of Jar Jar Binks, this chess set certainly makes the game a lot more interesting. The pieces may only be plastic, but you can add so much more depth to your chess games - just imagine the amount of *Star Wars* quotes you could slip in whilst playing!

The *Star Wars* chess set is available from all good toy stores.



CASINO DICE

This may not be the first thing on the page you see and think 'cool' but hold on a second, because these are no ordinary dice! These razor sharp casino dice are accurate to within .0001 inches and made to such a high standard that they are used by casinos the world over. Best of all each set of five of these dice have actually been used in real casinos! The reason? Every eight hours the dice in a casino are changed and stamped 'void' to prevent tampering! So what you get in this pack is a set of dice which have actually been used to gamble real money, complete with void stamp. You can almost smell the tears of joy and disaster! To order a set of five dice at £4.95 call the Hotbox on 0181 4411555 or check out their Web site at www.hotbox.co.uk.

SOUTH PARK TV TUNER

What better way could there be to sit back and enjoy your favourite *South Park* episode than with the kids themselves sat on top of your very own TV? It doesn't end here though because as well as looking cool, each time you press your remote control the little blighters spit out *South Park* phrases to put a smile on your face! The TV Tuner comes with eight pre-recorded *South Park* messages which shout out at you each time you change channel. If you want to, you can even record your own messages into the unit making it the perfect tool to leave a reminder message for yourself or a friend. Kenny, Stan, Kyle and Cartman can take pride of place on your TV for £29.99.

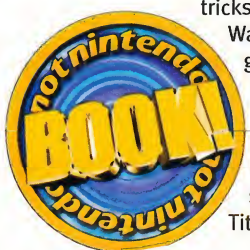


BATMAN OF THE FUTURE

One of the all time classic comic characters and the darkest of heroes *Batman* returns in this comic set, wait for it, all the way into the future - the year 2039! That's right, it's been two decades since Gotham City has even laid eyes on the caped crusader and a new age of evil has dawned. So the stage is set for a dramatic return. If you're used to your *Batman* cartoons or comics then this one could come as quite a shock: not only is he drawn differently but he's got a whole new bag of futuristic toys and

tricks to play with! Worst of all Bruce Wayne is now an extremely grumpy old-aged pensioner and so the role of *Batman* this time is played by a teenage kid called Terry McGinnis! *Batman of the*

Future isn't quite your average *Batman* comic, but it is still good reading none the less. Available from all good bookshops this Titan comic is just £7.99.



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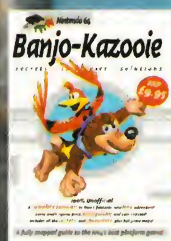


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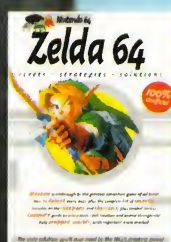
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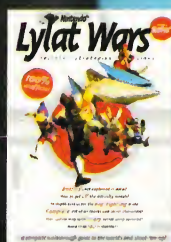
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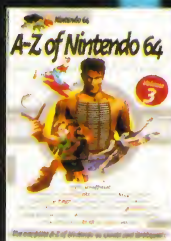
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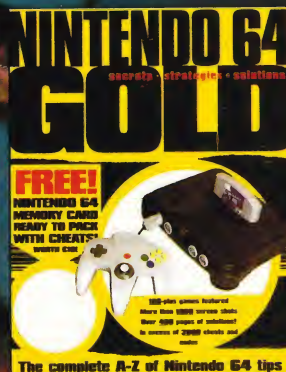
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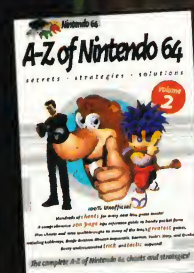
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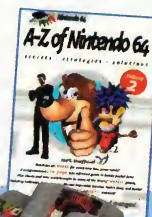
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nindex

**90%
and above**

If a game gets a 64 Sizzler then it's a game that's well worth buying.



**95%
and above**

The Gold Medal Award only goes to those few games that you absolutely *must* own!



NINDEX KEY

Game Name	Self-explanatory really!
Company	The company that sells it
Players	How many players can take part?
Memory	Does it make use of the Controller Pak?
Rumble Pak	Does it make use of the Rumble Pak?
Expansion Pak	Does it make use of the Expansion Pak?
UK Game	Is it available in the UK?
Issue	The issue it was last reviewed
Score	The percentage rating we've given it
Comment	What we think of it!

GENRE

DESCRIPTION

ADVENTURE Games involving exploration and problem-solving

BEAT-'EM-UP Fighting games, rather obviously!

PARTY/PUZZLE Designed for multiple players, or a brain teaser

PLATFORM Games that involve precise jumps and acrobatics

RACING Mostly (but not always) involving cars racing each other

SHOOT-'EM-UP The main objective? Kill 'em all!






SPORTS Football, basketball, American football, golf... whatever you're into

STRATEGY/SIMULATION Games that test your brain rather than your reflexes

The complete guide to every N64 game ever reviewed!

Welcome to the Nindex! This section of the magazine contains information on every game we've ever reviewed in ultra-condensed form, thus allowing you to compare different games at a glance.

If you want to get the lowdown on any N64 game that's been covered in a previous issue then this is your one-stop buyers' guide. The Nindex is updated each month and every issue we'll be re-evaluating games from past issues on a regular basis to see just how well they compare to the latest N64 titles. If you need game info then this is where to look!

Game Name	Company	    	Issue	Score	Comment	
1080° Snowboarding	Nintendo	1-2	●	17	82%	The best snowboarding game on any machine!
40 Winks	GT Interactive	1-2	● ● ● ●	32	69%	Decent but unoriginal platformer with some annoying gameplay flaws.
A Bug's Life	Activision	1	● ● ● ●	29	52%	Mediocre movie licence aimed at younger players.
Aero Fighters Assault	Video System	1-2	● ● ● ●	15	20%	Abysmal, sluggish air combat 'game'.
Aero Gauge	ASCII	1-2	● ● ● ●	15	40%	Slow and unplayable Wipeout rip-off.
Airboarder	Human	1-2	● ● ● ●	14	73%	Hoverboard game of mixed playability.
All-Star Baseball '99	Acclaim	1-4	● ● ● ●	16	84%	Good but bugged hi-res baseball game.
All-Star Baseball '2000	Acclaim	1-4	● ● ● ●	27	85%	Improved version of the above.
All-Star Tennis '99	Ubi Soft	1-4	● ● ● ●	24	70%	Not entirely successful 'real' tennis game.
Armorines: Project Swarm	Acclaim	1-4	● ● ● ●	34	81%	Turok-based alien blaster – good but slightly outdated.
Army Men: Sarge's Heroes	3DO	1-4	● ● ● ●	35	74%	Decent 3-D shooter let down by duff camera and controls.
Asteroids Hyper 64	Crave	1-4	● ● ● ●	36	42%	Hard-to-play and unnecessary Asteroids update.
Augusta Masters '98	T&E Soft	1-4	● ● ● ●	17	25%	Thoroughly nasty attempt at a golf game.
Automobili Lamborghini	THE Games	1-4	● ● ● ●	8	68%	Four-player racer, but not realistic or thrilling.
Banjo-Kazooie	Nintendo	1	● ● ● ●	16	90%	Excellent (if slightly easy) adventure.
Bassmasters 2000	THQ	1-2	● ● ● ●	36	84%	Surprisingly playable fishing game.
Battletanx	3DO	1-4	● ● ● ●	26	78%	Doesn't look like much, but it's a good multiplayer blast!
Battletanx: Global Assault	3DO	1-4	● ● ● ●	37	88%	Much improved graphics, more tanks and better combat!
Battlezone: Rise Of The Black Dogs	Crave	1-4	● ● ● ●	37	79%	Graphically disappointing but fun shooter with a mixing of strategy
Beetle Adventure Racing	EA	1-4	● ● ● ●	25	83%	Fantastic mix of racing and exploration. With VW Beetles.
Bio Freaks	GT Interactive	1-2	● ● ● ●	19	82%	Ultra-violent futuristic fighter with lots of gore.
Blast Corps	Nintendo	1	● ● ● ●	3	80%	Odd but entertaining driving/strategy/blow-'em-up combo.
Body Harvest	Gremlin	1	● ● ● ●	20	82%	Time-travel action where you wipe out giant alien bugs.
Bomberman 64	Nintendo	1-4	● ● ● ●	9	80%	Bomb-chucking platformer with disappointing battle game.
Bomberman Hero	Nintendo	1	● ● ● ●	21	49%	Shamefully easy platform adventure.
Brave Spirits Wrestling	Hudson	1-4	● ● ● ●	12	65%	Sub-par Japanese wrestling game.
Buck Bumble	Ubi Soft	1-2	● ● ● ●	18	82%	Weapon-filled insect shooter with bad fogging.
Bust-A-Move 2	Acclaim	1-2	● ● ● ●	15	91%	Simple but addictive puzzle/battle game.
Bust-A-Move 3DX	Acclaim	1-4	● ● ● ●	22	90%	As BAM2, but now for four players!
California Speed	Midway	1-2	● ● ● ●	26	45%	Tragically bad sequel to Cruis'n USA and World.
Carmageddon 64	SCI	1-2	● ● ● ●	35	4%	Yes, four percent. The worst N64 game ever!
Castlevania	Konami	1	● ● ● ●	24	85%	Spooky vampire adventure, let down by dodgy camera.
Castlevania: Legacy of Darkness	Activision	1	● ● ● ●	37	86%	Very similar to the first game but great fun all the same!
Chameleon Twist	Ocean	1-4	● ● ● ●	10	64%	Simple and easy tongue-orientated platformer.
Chameleon Twist 2	Sunsoft	1	● ● ● ●	23	75%	More of the same, and still too easy.
Charlie Blast's Territory	THE Games	4	● ● ● ●	29	68%	Odd puzzle game with a good multiplayer mode.
Chef's Luv Shack	Acclaim	1-4	● ● ● ●	34	69%	South Park version of Mario Party – more a renter than a buyer.
Chopper Attack	GT Interactive	1	● ● ● ●	18	70%	Plodding Desert Strike-style game with clumsy controls.
Clayfighter 63 1/3	Interplay	1-2	● ● ● ●	8	8%	The second-worst game on the N64 after Carmageddon!
Command & Conquer	Nintendo	1	● ● ● ●	30	90%	Graphically updated and still ultra-playable strategy game.
Cruis'n USA	Nintendo	1-2	● ● ● ●	10	22%	Dated and dismal driving drudgery.
Cruis'n World	Nintendo	1-4	● ● ● ●	18	23%	A sequel that's nearly as bad as the original!
Cyber Tiger	EA Sports	1-2	● ● ● ●	37	83%	A fun little golf game with some nice features!
Daikatana	Kemco	1-4	● ● ● ●	38	90%	An intelligent first-person shooter – whatever next!
Dark Rift	Vic Tokai	1-2	● ● ● ●	4	47%	Bland and derivative fighter offering nothing exciting.
Destruction Derby	THQ	1-4	● ● ● ●	34	74%	Fun but short-lived car smashing racer.
Diddy Kong Racing	Rare	1-4	● ● ● ●	7	84%	Fun mix of racing and exploration.
Donkey Kong 64	Nintendo	1-4	● ● ● ●	34	93%	Huge platform adventure that's like Banjo, only more so.
Doom 64	GT Interactive	1	● ● ● ●	1	70%	Atmospheric but dated upgrade of the old PC classic.
Doraemon	Epoch	1	● ● ● ●	3	30%	Snoozesome Japanese Mario clone for kids.
Dual Heroes	Hudson	2	● ● ● ●	9	18%	Appalling fighter that offers no challenge whatsoever.
Duke Nukem 64	GT Interactive	1-4	● ● ● ●	7	81%	Good conversion of the PC one-linerthon.
Duke Nukem: Zero Hour	GT Interactive	1-4	● ● ● ●	27	89%	Fine alien blaster with the hard-as-nails hero.
Earthworm Jim 3D	Virgin	1	● ● ● ●	33	87%	Thoroughly mad and highly entertaining platformer.
ECW Hardcore	Acclaim	1-4	● ● ● ●	37	64%	Rather disappointing wrestling game not up to the usual Acclaim standard
EPGA Tour Golf	Infogrames	1-4	● ● ● ●	36	67%	Slow and clumsy golf sim.
Extreme G	Acclaim	1-4	● ● ● ●	7	77%	Futuristic bike racing game – hard to control.
F1 Pole Position	Ubi Soft	1-2	● ● ● ●	6	63%	Early, now outdated Formula 1 game.

OUR TOP TEN

1: GOLDENEYE



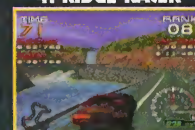
2: ZELDA



3: WORMS: ARMAGEDDON



4: RIDGE RACER



5: TONY HAWK'S



6: ISS '98



7: RAINBOW SIX



8: RESIDENT EVIL 2



9: DONKEY KONG 64



10: DAIKATANA



64 TOP SHOOT-'EM-UPS



- 1 Goldeneye 95%
- 2 Quake II 93%
- 3 Vigilante 8: Second Offense 92%
- 4 Rainbow Six 92%
- 5 Star Wars: Rogue Squadron 92%

64 TOP FIGHTING GAMES



- 1 WWF Wrestlemania 2000 93%
- 2 Super Smash Bros 87%
- 3 WWF Warzone 86%
- 4 Mortal Kombat 4 86%
- 5 Xena: Warrior Princess 85%

Game Name	Company						Issue	Score	Comment
F-1 World Grand Prix	Nintendo	1-2	●	●			18	94%	Excellent, though very hard, Formula 1 simulation.
F-1 World Grand Prix II	Nintendo	1-2	●	●	●	●	30	90%	Slightly faster sequel, but not really a big advance.
FIFA 64	EA Sports	1-4	●			●	2	19%	A travesty of The Beautiful Game, awful in every way.
FIFA '99	EA Sports	1-4	●	●			24	89%	Best of the FIFA series, until the next one!
FIFA: Road To World Cup '98	EA Sports	1-4	●			●	9	80%	Vastly better than FIFA 64, but now replaced by FIFA '99.
Fighter's Destiny	Ocean	1-2	●	●		●	11	80%	One of the better N64 fighters.
Fighting Force 64	Crave	2	●	●			29	62%	Past-it PlayStation port.
Flying Dragon	Interplay	1-2	●	●		●	30	78%	Fun fighting game, though it's not exactly Street Fighter!
Forsaken	Acclaim	1-4	●	●		●	14	86%	A kind of turbo Descent – good, but some levels very short.
F-Zero X	Nintendo	1-4		●		●	17	90%	Ultra-fast, super-smooth hi-tech racer. Very challenging.
GASP!! Fighters' Nextreme	Konami	1-2	●	●		●	21	62%	Jerky, mediocre game with a fighter Creation mode.
Gauntlet Legends	Midway	1-4	●	●	●		33	82%	Worthy update of the arcade classic with a few minor flaws.
Gex: Enter The Gecko	GT Interactive	1	●			●	18	80%	Lizardly platformer that spoofs films and TV shows.
Gex 3: Deep Cover Gecko	Crave	1	●	●		●	33	73%	Competent but utterly unoriginal platform sequel.
The Glory Of St Andrews	Seta	1-4					3	10%	Hilariously bad shot at doing an N64 golf game.
Glover	Hasbro	1		●		●	20	85%	Appealing platform/puzzle game crossbreed.
Goemon 2	Konami	1-2					24	80%	Enjoyable side-on platformer.
Goldeneye	Nintendo	1-4		●		●	5	95%	The best multiplayer game on N64! Great for lone players too.
GT 64	Ocean	1-2	●	●		●	16	64%	Clunky, unrealistic and dull racing game.
Hexen	GT Interactive	1-4	●			●	5	30%	Completely crap port of the PC Doom-with-wizards title.
Holy Magic Century	Konami	1	●			●	21	54%	Attractive, but repetitive, junior RPG with too many random battles.
Hot Wheels Turbo Racing	EA	1-2	●	●		●	35	65%	Easy and rather dull kid-oriented racer.
Hybrid Heaven	Konami	1-2	●	●	●	●	32	81%	Interesting sci-fi adventure let down by a few rough edges.
Hydro Thunder	Midway	1-4	●	●	●	●	38	88%	Another great N64 racing game, but this time with boats instead of cars!
Iggy's Reckin' Balls	Acclaim	1-4	●	●		●	17	83%	Odd mix of racer and platformer that's quite good fun.
In-Fisherman Bass Hunter 64	Take 2	1-2		●	●	●	33	84%	Oddly compelling fishing sim, but not for everyone.
ISS 64	Konami	1-4	●			●	3	93%	Excellent footy game, now bettered by ISS '98.
ISS '98	Konami	1-4	●			●	18	95%	The best football game ever. Fact!
J-League Dynamite Soccer	Imagineer	1-4	●				6	44%	Dodgy Japanese super-deformed football title.
J-League Eleven Beat 1997	Hudson	1-4	●				8	60%	Another J-League game with comedy players.
J-League Perfect Striker 2	Konami	1-4	●	●			31	88%	Japanese ISS update that offers very few new features.
Jeopardy!	Take 2	1-3					14	30%	Pathetic attempt to bring an American game show to N64.
Jet Force Gemini	Rare	1-4		●		●	33	90%	Huge all-action adventure game.
John Madden 64	EA Sports	1-4	●	●		●	8	76%	Syrup-sporting American football game.
Ken Griffey Jr's Slugfest	Nintendo	4	●	●	●		29	70%	Not very impressive baseball game.
Killer Instinct Gold	Nintendo	1-2	●			●	3	70%	Rare-produced fighter where button-hammering beats skill.
Knife Edge	THE Games	1-4		●		●	22	26%	Mind-numbingly boring on-rails shooter.
Knockout Kings 2000	EA Sports	1-2	●	●		●	33	90%	Highly playable boxing sim featuring genuine fighting legends.

TEST OF TIME



Issue 33 was the one in which we previewed the ill-fated

Dragon Sword (see the feature earlier this issue for more info). But what of the N64 games that did make it out onto the shelves though? How do they look now?



JET FORCE GEMINI

Rare • £39.99 • Original Rating: 91%

Although not quite as fabulous as we were hoping it would be, this game was pretty darn hot. It still plays really well now and has so much to it that you can't help but like it despite the naff multiplayer.

90%



TUROK RAGE WARS

Acclaim • £39.99 • Original Rating: 81%

The concept behind this game was very dubious - *Turok 2* without the one-player game anyone? However, it turned out to be fantastic and the ensuing months haven't changed the addictiveness one jot!

90%



EARTHWORM JIM 3D

Virgin • ££49.99 • Original Rating: 90%

This one was rather a surprise as we all thought it was going to be... well, a bit pants. It's funny and has lots of varied stages but the camera and the difficulty level both detract from it slightly in the long term.

87%

Game Name	Company	Icons	Issue	Score	Comment
The Legend Of Zelda: Ocarina Of Time	Nintendo	1	21	96%	Nintendo's tour de force – one of the best games ever written!
Lode Runner	Infogrames	1	28	82%	Tough mix of platformer and puzzle game.
Lego Racers	Lego	1-4	34	76%	Simple, kid-oriented racer with customisable cars.
Let's Smash	Hudson	1-4	21	90%	Very playable anime-style tennis game.
Lylat Wars	Nintendo	1-4	5	87%	N64 remix of the SNES Starfox, but not quite as engrossing.
Mace: The Dark Age	GT Interactive	1-2	7	70%	Run-of-the-mill medieval fighter.
Madden '99	EA Sports	1-4	31	80%	Decent American football game that's a bit behind the times.
Magical Tetris Challenge	Capcom	1-2	24	65%	Tetris with Mickey Mouse. Stunning. (Note the sarcasm.)
Mario Golf	Nintendo	4	29	88%	Tremendous golfing fun with Mario and pals.
Mario Kart 64	Nintendo	1-4	3	78%	Disappointing update of the SNES classic, with duff battle arenas.
Mario Party	Nintendo	1-4	24	80%	Fun but simple multiplayer party game.
Mario Party 2	Nintendo	1-4	37	81%	More of the same, so if you liked the original...
Michael Owen's WLS 2000	THQ	4	31	90%	Excellent football game with hi-res graphics as standard.
Micro Machines 64 Turbo	Codemasters	1-8	23	90%	Superb eight-player (yes, eight) party racing game.
Mike Piazza's Strike Zone	GT Interactive	1-2	30	40%	Humdrum baseball game that pales alongside All-Star Baseball.
Milo's Astro Lanes	Interplay	1-4	33	73%	Oddball bowling game set on alien planets.
Mischief Makers	Nintendo	1	7	82%	Strange but enjoyable old-school 2-D platformer.
Mission: Impossible	Infogrames	1	18	48%	Utterly tosh conversion of the Tom Cruise film.
MMK Mythologies: Sub-Zero	GT Interactive	1	9	46%	Risible attempt to add platforms to the Mortal Kombat franchise.
Monster Truck Madness	Take 2	1-4	31	54%	Crap physics and bugs let down a potentially good racing game.
Mortal Kombat 4	GT Interactive	1-2	19	80%	Finally, a decent Mortal Kombat game on the N64!
Mortal Kombat Trilogy	GT Interactive	1-2	3	32%	Diabolically bad beat-'em-up.
Multi Racing Championship	Ocean	1-2	5	52%	Feeble attempt to make a rallycross game.
Mystical Ninja Starring Goemon	Konami	1	13	80%	Wacky RPG/platformer set in a comedy ancient Japan.
Mystical Ninja 2 Starring Goemon	Konami	2	29	85%	Enjoyably wacky old-style platform adventure.
NASCAR '99	EA Sports	1-2	20	52%	Not very good racing sim that's as dull as the real sport.
Nagano Winter Olympics	Konami	1-4	10	65%	Mixed bag of chilly sporting events.
NBA Courtside	Nintendo	1-4	16	85%	Probably the best of the many N64 basketball games.
NBA Hangtime	GT Interactive	1-4	5	45%	Rubbishy arcade conversion full of silly power moves.
NBA Jam '99	Acclaim	1-4	22	83%	Good basketball game that doesn't stand above its competitors.
NBA Jam 2000	Acclaim	1-4	35	84%	One of the best N64 basketball games.
NBA Live 2000	EA Sports	1-4	36	78%	Ordinary basketball game with a few nice gimmicks.
NBA Live '99	EA Sports	1-4	22	75%	Yet another NBA game, offering nothing that stands out.
NBA Pro '98	Konami	1-4	12	70%	Uninspiring basketball game with very blurry visuals.
NBA Pro '99	Konami	1-4	27	59%	Highly disappointing basketball title.
NFL Blitz	GT Interactive	1-2	22	85%	American football game played for laughs and arcade-style action.
NFL Quarterback Club '98	Acclaim	1-4	7	80%	Hi-res American football game.
NFL Quarterback Club '99	Acclaim	1-4	21	89%	Updated and improved version of NFL QBC '98.

64 TOP ADVENTURE GAMES



- 1 Zelda 96%
- 2 Resident Evil 2 94%
- 3 Silicon Valley 87%
- 4 Castlevania 2 86%
- 5 Castlevania 85%

64 TOP PLATFORM GAMES



- 1 Rayman 2 94%
- 2 Donkey Kong 64 93%
- 3 Super Mario 64 92%
- 4 Rocket: Robot On Wheels 91%
- 5 Shadow Man 90%

BEST OF THE BITS

If you want to plug some extra bits into your N64 to enhance your gaming pleasure, these are the ones we recommend most highly!

Nintendo Controller

NINTENDO • £19.99

Without a doubt the best controller you can get for the N64 – since it comes from Nintendo, you'd certainly hope so! If you want to engage in multiplayer fun we heartily recommend that you get yourself a full set of these.



Grand Prix Racing Wheel 11

JOYTECH • (01525) 852900 • £59.99

One of the best wheels around, the Grand Prix – which has an official Jordan team licence – has responsive controls and a realistic feel. It's also very easy to set up, making it a definite race-winner!

4 Meg Memory Card

DATEL • £29.99

Non-Nintendo memory cards have a reputation for being somewhat dodgy and prone to losing your saved game data, but Datel's cards are generally considered the most reliable of the bunch. The 4 Meg model is equal to 16 Nintendo Controller Paks, and lets you access all the pages at once instead of having to flip between them.



Ultra Racer 64

INTERACT • £29.99

It might look weird, but this is actually a very good mini steering wheel. It's ideally suited to F-1 World Grand Prix, so if you're a Formula 1 addict, this is the one for you!



64 TOP RACING GAMES



- 1 Ridge Racer 64 94%
- 2 F-1 World Grand Prix 94%
- 3 Micro Machines Turbo 64 90%
- 4 F-Zero X 90%
- 5 F-1 World Grand Prix II 90%

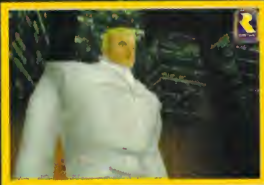
64 TOP SPORTS GAMES



- 1 ISS '98 95%
- 2 Tony Hawk's Skateboarding 94%
- 3 ISS 64 93%
- 4 Michael Owen's WLS 2000 90%
- 5 NFL QB 2000 90%

Game Name	Company	Icons	Issue	Score	Comment
NHL Quarterback Club 2000	Acclaim	1-4 ● ● ● ●	34	90%	The best American football game you can buy.
NHL '99	EA Sports	1-4 ● ● ● ●	20	88%	The best ice hockey game on the market.
NHL Breakaway '98	Acclaim	1-4 ● ● ● ●	12	80%	Early attempt at a hi-res sports game. Not bad.
NHL Breakaway '99	Acclaim	1-4 ● ● ● ●	25	74%	Almost identical to Breakaway '98, so out of date!
Nightmare Creatures	Activision	1 ● ● ● ●	24	55%	Dog-rough attempt at a horror game.
Nuclear Strike 64	THQ	1 ● ● ● ●	36	83%	Slightly dated, but still exciting, helicopter blast.
Off-Road Challenge	GT Interactive	1-2 ● ● ● ●	17	27%	Based on Cruis'n USA, and nearly as bad!
Ogre Battle 64	Nintendo	1 ● ● ● ●	31	77%	Intriguing strategy/RPG scuppered by reams of Japanese text.
Olympic Hockey '98	GT Interactive	1-4 ● ● ● ●	12	70%	Tepid reworking of Wayne Gretzky with Olympic teams.
Paperboy	Midway	1 ● ● ● ●	34	41%	Horribly ill-conceived attempt to update a classic arcade game.
Penny Racers	THQ	1-4 ● ● ● ●	23	66%	Slow and annoying toy racer with a track-building mode.
Pilotwings 64	Nintendo	1 ● ● ● ●	1	76%	Slow but intriguing flight sim (of sorts) with lots to do.
Pokémon Snap	Nintendo	1 ● ● ● ●	32	88%	Strange but compelling photo-safari game.
Premier Manager 64	Gremlin	4 ● ● ● ●	29	85%	Surprisingly engrossing footy management sim.
Puyo Puyo Sun 64	Compile	1-2 ● ● ● ●	8	87%	Simple but horribly addictive Tetris-style puzzler.
Puzzle Dama	Konami	1-4 ● ● ● ●	16	80%	Similar to Puyo Puyo, but not quite as good.
Quake	GT Interactive	1-2 ● ● ● ●	13	74%	Slightly disappointing PC conversion, which only supports two players.
Quake II	Activision	1-4 ● ● ● ●	30	93%	Excellent shoot-'em-up with a superb multiplayer game.
Racing Simulation: Monaco Grand Prix	Ubi Soft	1-2 ● ● ● ●	25	87%	Easier to get into than F-1 WGP, and nearly as good.
Rainbow Six	Take 2	1-2 ● ● ● ●	34	92%	Excellent, complex and tactical first-person shooter.
Rakuga Kids	Konami	1-2 ● ● ● ●	21	79%	Quirky fighter for younger gamers – not much skill needed.
Rampage: Universal Tour	GT Interactive	1-3 ● ● ● ●	26	25%	Gets tedious after about five seconds of play!
Rampage World Tour	GT Interactive	1-3 ● ● ● ●	13	38%	Boring conversion of a dull old arcade game.
Rayman 2: The Great Escape	Ubi Soft	1 ● ● ● ●	33	94%	Graphically gorgeous platform game with a lot of challenge.
Ready 2 Rumble	Midway	1-2 ● ● ● ●	34	75%	Unsuccessful N64 port of the much better Dreamcast game.
Resident Evil 2	Virgin/Capcom	1 ● ● ● ●	35	94%	Fantastic (and gory) zombie-filled adventure.
ReVolt	Acclaim	1-4 ● ● ● ●	30	80%	Genuinely enjoyable radio-controlled car racer.
Ridge Racer 64	Nintendo	1-4 ● ● ● ●	38	94%	The best version of Ridge Racer so far and the hottest racing game on the N64!
Road Rash 64	THQ	1-4 ● ● ● ●	34	79%	Looks hideous, but plays surprisingly well.
Roadsters	Titus	1-4 ● ● ● ●	33	86%	Crisply-drawn and fun, if unoriginal, sports car racing game.
Robotron 64	GT Interactive	1-2 ● ● ● ●	17	79%	No-nonsense classic-style shooter – prepare to wear out your thumb!
Rocket: Robot On Wheels	Ubi Soft	1 ● ● ● ●	34	91%	Weird platform adventure with realistic physics.
Rugrats Treasure Hunt	THQ	1-4 ● ● ● ●	30	44%	Tedious board game based on the cartoon series.
Rush 2: Extreme Racing USA	GT Interactive	1-2 ● ● ● ●	22	80%	SF Rush sequel – better handling, but less exploration.
San Francisco Rush	GT Interactive	1-2 ● ● ● ●	9	70%	Racer with lots of stunts and secrets, but terrible controls.
SCARS	Ubi Soft	1-4 ● ● ● ●	21	81%	Good multiplayer racer, but doesn't have many tracks.
Shadowgate 64	THE Games	1 ● ● ● ●	30	45%	Brain-grindingly boring adventure with no action.
Shadow Man	Acclaim	1 ● ● ● ●	30	90%	Huge, engrossing and tough adult-themed adventure.

64 MAG'S MOST WANTED



PERFECT DARK

It really is on its way! Now if we could only find some way to skip ahead in time by... oh, about three months! Keep your eyes firmly glued to 64 MAGAZINE for more info!



ZELDA: THE MASK OF MUJULA

We've got a date for it now and suddenly things are looking up! If this is half as good as the first game then it'll be ace!



X-MEN

Whether it will actually ever arrive on the N64 still remains to be seen, but it's one game that we'd give our back teeth to get our hands on! Oh well, at least we'll have the movie to console us!



BANJO-TOOIE

What do we want? *Banjo-Tooie*! When do we want it? Now! Oh all right, I guess we can wait till November. No going and doing a *Perfect Dark* on us and slipping six months though!



STARCRAFT 64

This is yet another game that has just been too long in coming! If the N64 version of this is half as good as the one for the Mac then we're going to be in for a real treat!

Game Name	Company	Icons	Issue	Score	Comment
Shadows Of The Empire	Nintendo	1 ● ● ● ●	1	58%	Duff Star Wars tie-in made up of (mostly dodgy) sub-games.
Sim City 2000	Imagineer	1 ● ● ● ●	12	60%	Japanese text-filled version of the old PC game.
Snowboard Kids	THE Games	1-4 ● ● ● ●	11	83%	Fun comedic snowboard game with lots of special weapons.
Snowboard Kids 2	Atlus	1-4 ● ● ● ●	26	80%	Decent sequel that doesn't offer anything new over the original.
South Park	Acclaim	1-4 ● ● ● ●	23	64%	Iffy fast-buck licence based on the Turok 2 game engine.
South Park Rally	Acclaim	1-4 ● ● ● ●	35	73%	Ingenious, but poorly-done, twist on a standard racing theme.
Space Station: Silicon Valley	Take 2	1 ● ● ● ●	20	87%	Bizarre but engrossing adventure full of robot animals.
Starshot: Space Circus Fever	Infogrames	1 ● ● ● ●	25	42%	Nasty Banjo-Kazooie type game; Jerky and totally annoying.
Star Soldier: Vanishing Earth	Hudson	1 ● ● ● ●	17	65%	Poor attempt to do an R-Type/Axelay shooter on the N64.
Star Wars: Rogue Squadron	Nintendo	1 ● ● ● ●	23	90%	Superb Star Wars combat game, but can get rather repetitive.
Star Wars: Episode 1 Racer	Nintendo	2 ● ● ● ●	28	82%	Very fast, but too easy to provide long-term excitement.
Supercross 2000	EA Sports	1-2 ● ● ● ●	35	62%	Turgid dirtbike racer let down by dog-slow control system.
Superman	THE Games	1-4 ● ● ● ●	30	14%	Truly appalling game with no playability at all.
Super Mario 64	Nintendo	1 ● ● ● ●	1	92%	The first, and still a great, N64 game.
Super Robot Spirits	Banpresto	1-2 ● ● ● ●	20	49%	Useless giant robot fighter.
Super Smash Brothers	Nintendo	1-4 ● ● ● ●	24	87%	Mario and friends hit each other. Top four-player fun.
Tamagotchi World	Bandai	1-4 ● ● ● ●	11	66%	Japanese board game based on Tamagotchis.
Tetrisphere	Nintendo	1-2 ● ● ● ●	10	70%	Interesting but not entirely perfect attempt to move Tetris into 3-D.
TGR 2	Kemco	1-4 ● ● ● ●	36	76%	Unexciting and frustrating rally racer.
The New Tetris	Nintendo	1-4 ● ● ● ●	32	80%	Yet another Tetris update, this time with a four-player mode.
Tonic Trouble	Ubi Soft	1 ● ● ● ●	31	77%	Amusing platformer that's somewhat on the easy side.
Tony Hawk's Skateboarding	Activision	1-2 ● ● ● ●	38	93%	The only skateboarding game on the N64 – luckily it's fantastic!
Top Gear Overdrive	THE Games	1-4 ● ● ● ●	22	65%	Lame follow-up to the much better Top Gear Rally.
Top Gear Rally	THE Games	1-2 ● ● ● ●	7	80%	Good racing game with excellent car handling.
Toy Story 2	Activision	1 ● ● ● ●	36	82%	Decent film conversion adventure.
Turok 2: Seeds Of Evil	Acclaim	1-4 ● ● ● ●	21	85%	Bloodthirsty and over-large game in the Doom mould.
Turok: Dinosaur Hunter	Acclaim	1 ● ● ● ●	1	70%	First in the series, plagued by fogging and annoying platform bits.
Turok: Rage Wars	Acclaim	1-4 ● ● ● ●	33	90%	Excellent deathmatch blaster with very tough bot opponents.
Twisted Edge Snowboarding	THE Games	1-2 ● ● ● ●	22	70%	Good-looking game let down by duff controls.
V-Rally '99	Infogrames	1-2 ● ● ● ●	21	69%	Poor conversion of a good PlayStation game.
Vigilante 8	Activision	1-4 ● ● ● ●	25	85%	Aggressive car-based battle game set in the Seventies.
Vigilante 8: Second Offense	Activision	1-4 ● ● ● ●	36	93%	Gun-toting, wheel-spinning sequel.
Virtual Chess	Titus	1-2 ● ● ● ●	19	65%	It's a lot cheaper just to buy a chess set!
Virtual Pool 64	Interplay	1-4 ● ● ● ●	24	84%	Nearly as good as playing the real thing!
Waialae Country Club	Nintendo	1-4 ● ● ● ●	18	15%	Another dreadful golf game.
War Gods	GT Interactive	1-2 ● ● ● ●	6	40%	Completely stupid fighter with crap characters.
Wave Race 64	Nintendo	1-2 ● ● ● ●	1	83%	Excellent jet-ski game, but a sloppy PAL conversion lets it down.
Wayne Gretzky's 3-D Hockey	GT Interactive	1-4 ● ● ● ●	5	78%	Good for its time, but now superseded.
Wayne Gretzky's 3-D Hockey '98	GT Interactive	1-4 ● ● ● ●	10	78%	Update of the above, but no longer the best around.
WCW Vs NWO World Tour	THQ	1-4 ● ● ● ●	9	83%	Good multiplayer game, outdone by WWF Warzone.
WCW Vs NWO Revenge	THQ	1-4 ● ● ● ●	20	85%	Update of WCW Vs NWO World Tour; slightly better.
WCW Nitro	THQ	1-4 ● ● ● ●	31	24%	Ghastly wrestling game that thankfully won't appear in the UK.
Wetrix	Ocean	1-2 ● ● ● ●	16	85%	Fantastic water-based puzzle game.
Wheel Of Fortune	Gametek	1-3 ● ● ● ●	10	30%	Pathetic, Jenny Powell-free US version.
Winback: Covert Operations	Virgin	1-4 ● ● ● ●	38	86%	Top Metal Gear Solid-style action with an unfortunate camera.
Wipeout 64	Midway	1-4 ● ● ● ●	21	80%	Exciting future racer, but struggles with more than two players.
World Cup '98	EA Sports	1-4 ● ● ● ●	14	86%	Yet another update of FIFA.
World Driver Championship	Midway	2 ● ● ● ●	29	77%	Disappointing racer that lacks thrills.
World Soccer 3	Konami	1-4 ● ● ● ●	9	86%	Japanese version of ISS 64.
Worms: Armageddon	Infogrames	1-4 ● ● ● ●	33	94%	Simple but fantastically playable invertebrate combat.
WCW Mayhem	EA	1-4 ● ● ● ●	34	74%	Feeble crack at a wrestling game.
WWF Attitude	Acclaim	1-4 ● ● ● ●	30	87%	Takes Warzone's place as the best wrestling game.
WWF Warzone	Acclaim	1-4 ● ● ● ●	17	86%	Decent wrestler, now superseded by WWF Attitude.
WWF Wrestlemania 2000	THQ	1-4 ● ● ● ●	34	93%	The N64's best wrestling game bar none!
XG2	Acclaim	1-4 ● ● ● ●	20	70%	Sequel to Extreme G, but nowhere near as playable.
Xena: Warrior Princess	Titus	1-4 ● ● ● ●	34	85%	Fast and enjoyable mythological beat-'em-up.
Yoshi's Story	Nintendo	1 ● ● ● ●	13	79%	Sugar-sweet platformer for kids; far too easy for anyone else.

64 TOP

PARTY/PUZZLE



- 1 Bust-A-Move 2 91%
- 2 Bust-A-Move 3DX 90%
- 3 Puyo Puyo Sun 64 87%
- 4 Wetrix 86%
- 5 Lode Runner 82%

64 TOP

STRATEGY/SIMULATION GAMES



- 1 Command & Conquer 90%
- 2 Premier Manager 64 85%
- 3 Blast Corps 80%
- 4 Ogre Battle 64 77%
- 5 Pilotwings 76%

64 TOP

BAD GAMES



- 1 Carmageddon 4%
- 2 Clayfighter 8%
- 3 The Glory Of St Andrews 10%
- 4 Superman 14%
- 5 Waialae Country Club 15%

64
MAGAZINE**NEXT ISSUE****98**

F1 Racing Championship

We put the pedal to the metal for our full review of Ubi Soft's spanking gorgeous high octane F-1 racing game.

Watch out for a special Midway feature next issue plus the chance to win something very special that will make you the envy of all your gamer friends!

**PLUS!**

Rush 2049, SR64, Space Invaders, Jeremy McGrath Supercross 2000, Zelda: Majora's Mask, ISS Millennium, Polaris Sno Cross, Big Mountain 2000, Fighters Destiny 2, Super Bowling and Taz Express.

Issue 40 of Britain's best-selling dedicated N64 mag hits the streets 18 May – miss it and miss out!

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Dead Pool: People who make empty promises! Hangovers. People who insist on talking screaming babies on airplanes. Temperamental Macs. The Vengaboys. The dating game. Pub philosophers.

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